

*I N T E G R A T E D   S Y S T E M S*

**PSOSYSTEM  
SYSTEM CONCEPTS**

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Integrated Systems, Inc. • 201 Moffett Park Drive • Sunnyvale, CA 94089-1322

	Corporate	pSOS Support	MATRIX <sub>X</sub> Support
Phone	408-542-1500	408-542-1925, 1-800-458-7767	408-542-1930, 1-800-958-8885
Fax	408-542-1950	408-542-1951	408-542-1951
E-mail	ideas@isi.com	psos_support@isi.com	mx_support@isi.com
Home Page	<a href="http://www.isi.com">http://www.isi.com</a>		

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# About This Manual

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## Purpose

This manual is part of a documentation set that describes pSOSystem, the modular, high-performance real-time operating system environment from Integrated Systems.

This manual provides theoretical information about the operation of the pSOSystem environment. Read this manual to gain a conceptual understanding of pSOSystem and to understand how the various software components in pSOSystem can be combined to create an environment suited to your particular needs.

More detailed technical information on pSOSystem can be found in the other manuals of the pSOSystem basic documentation set, which include the *pSOSystem Installation Guide*, *pSOSystem Getting Started*, *pSOSystem System Calls*, the *pSOSystem Programmer's Reference*, and the *pROBE+ User's Manual*.

## Audience

This manual is targeted primarily for embedded application developers who want to gain an overall understanding of pSOSystem components. Basic familiarity with UNIX terms and concepts is assumed.

A secondary audience includes those seeking an introduction to pSOSystem features.

## Organization

This manual is organized as follows:

**Chapter 1, Product Overview**, presents a brief introduction to pSOSystem software including the standard components.

**Chapter 2, pSOS+ Real-Time Kernel**, describes the pSOS+ real-time multitasking kernel, the heart of pSOSystem software.

**Chapter 3, pSOS+m Multiprocessing Kernel**, describes the extensions offered by the pSOS+m multitasking, multiprocessing kernel.

**Chapter 4, Network Programming**, provides a summary of pSOSystem networking services and describes in detail the pNA+ TCP/IP Manager component.

**Chapter 5, pHILE+ File System Manager**, describes the pSOSystem file management component.

**Chapter 6, pREPC+ ANSI C Library**, describes the pSOSystem ANSI C run-time library.

**Chapter 7, I/O System**, discusses the pSOSystem I/O system and explains how device drivers are incorporated into a system.

## Related Documentation

When using the pSOSystem software you might want to have on hand the other manuals of the basic documentation set:

- *pSOSystem Installation Guide* provides installation instructions for workstation and PC hosts.
- *pSOSystem Getting Started* explains how to create and bring up pSOSystem-based applications. This manual also contains host tool tutorials.
- *pSOSystem System Calls* contains detailed descriptions of all pSOSystem system calls and error codes.
- *pSOSystem Programmer's Reference* contains detailed information on pSOSystem system services, interfaces and drivers, configuration tables, and memory usage.

- *pROBE+ User's Manual* describes how to use the pROBE+ System Debugger/Analyzer.

Based on your software configuration, you may need to refer to one or more of the following manuals:

- *C++ Support Package User's Manual* documents the C++ support services including the pSOSystem C++ Classes (library) and support for the C++ runtime.
- *ESp User's Guide: PC Hosts* and *ESp User's Guide: Workstation Hosts* document the ESp front-end analyzer, which displays application activities, and the pMONT component, the target resident application monitor.
- *LAP Driver User's Guide* describes the interfaces provided by the Link Access Protocol (LAP) drivers for OpEN product, including the LAPB and LABD frame-level products.
- *OpEN: OSI Lower Layers User's Guide* describes how to use the pSOSystem Open System Interconnections (OSI) product named OpEN: OSI Lower Layers.
- *OpEN User's Manual* describes how to install and use the pSOSystem OpEN (Open Protocol Embedded Networking) product.
- *OSPF User's Guide* describes the Open Shortest Path First (OSPF) pSOSystem protocol driver.
- *Point-to-Point Protocol Driver User's Guide* describes how to use the Integrated Systems Point-to-Point Protocol (PPP) driver.
- *SNMP User's Manual* describes the internal structure and operation of pSOSystem SNMP (Simple Network Management Protocol) product. This manual also describes how to install and use the SNMP MIB (Management Information Base) Compiler.
- *TCP/IP for OpEN User's Guide* describes how to use the pSOSystem Streams-based TCP/IP for OpEN product.
- *X.25 User's Guide* describes the interfaces provided by the X.25 for OpEN multiplexing driver that implements the packet level protocol defined by the CCITT.

Other manuals also accompany your host system development tool kit. Refer to the pSOSystem Release Notes for a complete listing.

## Notation Conventions

The following notation conventions are used in this manual:

- Function names (**q\_receive**), filenames (**pdefs.h**), keywords (**int**), and operators (!) that must be typed exactly as shown are presented in bold.
- Italics indicate that a user-defined value or name (*drive.pathname*) can be substituted for the italicized word(s) shown. Italics also indicate emphasis, such as when important terms are introduced.
- Keynames [Enter] are shown within square brackets. Keynames separated by hyphens are typed together. For example, to type [Ctrl-Shift-E], hold down the [Ctrl] and [Shift] keys and type the letter E.
- **Code examples are shown in constant width.**
- Hexadecimal numbers (0x401) are preceded by 0x.

## Symbol Conventions



The symbol of a processor located to the left of text identifies processor-specific information (this example identifies 68K-specific information).

## Support

Customers in the United States can contact Integrated Systems Technical Support as described below.

International customers can contact:

- The local Integrated Systems branch office
- The local pSOS distributor
- Integrated Systems Technical Support as described below

Before contacting Integrated Systems Technical Support, please gather the information called for in Table 1. The detailed description in Table 1 should include the following:

- The procedure you followed to build the code. Include components used by the application.
- A complete record of any error messages as seen on the screen (useful for tracking problems by error code).
- A complete test case, if applicable. Attach all include or startup files, as well as a sequence of commands that will reproduce the problem.

**Contacting Integrated Systems Support**

To contact Integrated Systems Technical Support, use one of the following methods:

- Call 408-542-1925 (US and international countries).
- Send a fax to 408-542-1950.
- Send e-mail to [psos\\_support@isi.com](mailto:psos_support@isi.com).

Integrated Systems actively seeks suggestions and comments about our software, documentation, customer support, and training. Please send your comments by e-mail to [ideas@isi.com](mailto:ideas@isi.com).

## About This Manual

Table 1. Problem Report

Contact Name:	
Company Name:	
Customer ID (very important):	
Street Address:	
City, State, Country, Zip Code:	
Voice Phone Number:	
Fax Phone Number:	
E-mail Address:	
Product Name (including components):	
Version(s):	
Host System:	
Target System:	
Communication Used (Ethernet, serial):	
Customer Impact:	
Brief Description:	
Detailed Description (please attach supporting information):	



## **About This Manual**

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# 1 Product Overview

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## 1.1 What Is pSOSystem?

pSOSystem is a modular, high-performance real-time operating system designed specifically for embedded microprocessors. It provides a complete multitasking environment based on open systems standards.

pSOSystem is designed to meet three overriding objectives:

- Performance
- Reliability
- Ease-of-Use

The result is a fast, deterministic, yet accessible system software solution. Accessible in this case translates to a minimal learning curve. pSOSystem is designed for quick startup on both custom and commercial hardware.

The pSOSystem software is supported by an integrated set of cross development tools that can reside on UNIX- or DOS-based computers. These tools can communicate with a target over a serial or TCP/IP network connection.

## 1.2 System Architecture

The pSOSystem software employs a modular architecture. It is built around the pSOS+ real-time multi-tasking kernel and a collection of companion software components. Software components are standard building blocks delivered as absolute position-independent code modules. They are standard parts in the sense that they are unchanged from one application to another. This black box technique eliminates maintenance by the user and assures reliability, because hundreds of applications execute the same, identical code.

Unlike most system software, a software component is not wired down to a piece of hardware. It makes no assumptions about the execution/target environment. Each software component utilizes a user-supplied configuration table that contains application- and hardware-related parameters to configure itself at startup.

Every component implements a logical collection of system calls. To the application developer, system calls appear as re-entrant C functions callable from an application. Any combination of components can be incorporated into a system to match your real-time design requirements. The pSOSystem components are listed below.

**NOTE:** Certain components may not yet be available on all target processors. Check the release notes to see which pSOSystem components are available on your target.

- **pSOS+ Real-time Multitasking Kernel.** A field-proven, multitasking kernel that provides a responsive, efficient mechanism for coordinating the activities of your real-time system.
- **pSOS+m Multiprocessor Multitasking Kernel.** Extends the pSOS+ feature set to operate seamlessly across multiple, tightly-coupled or distributed processors.
- **pNA+ TCP/IP Network Manager.** A complete TCP/IP implementation including gateway routing, UDP, ARP, and ICMP protocols; uses a standard socket interface that includes stream, datagram, and raw sockets.
- **pRPC+ Remote Procedure Call Library.** Offers SUN-compatible RPC and XDR services; allows you to build distributed applications using the familiar C procedure paradigm.

- **pFILE+ File System Manager.** Gives efficient access to mass storage devices, both local and on a network. Includes support for CD-ROM devices, MS-DOS compatible floppy disks, and a high-speed proprietary file system. When used in conjunction with the pNA+ component and the pRPC+ subcomponent, offers client-side NFS services.
- **pREPC+ ANSI C Standard Library.** Provides familiar ANSI C run-time functions such as **printf()**, **scanf()**, and so forth, in the target environment.

Figure 1-1 illustrates the pSOSystem environment.

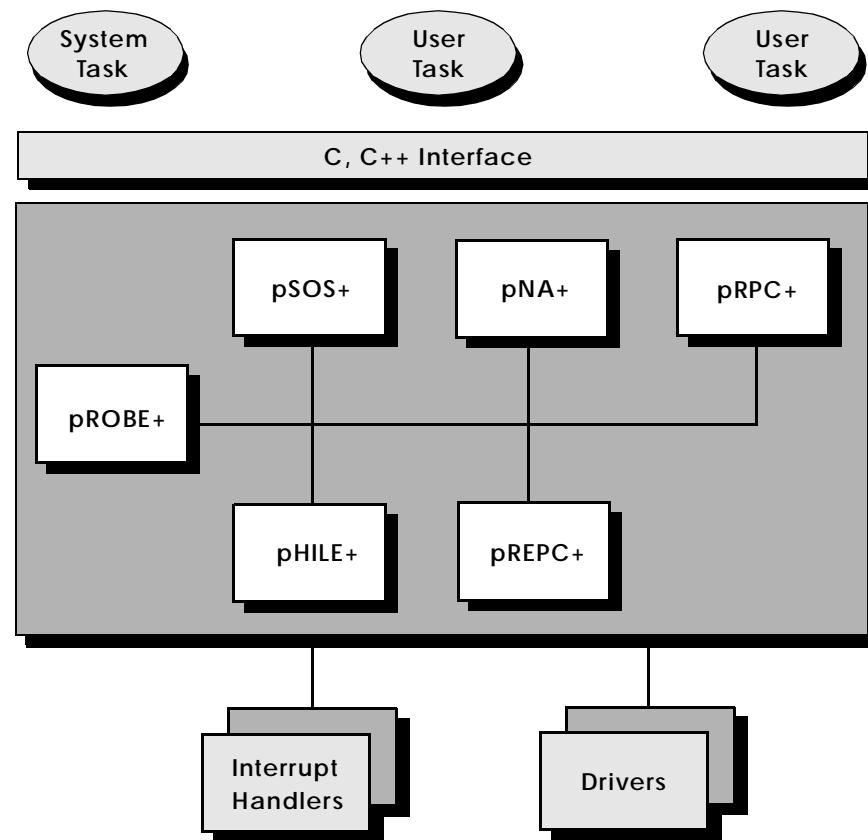


Figure 1-1. The pSOSystem Environment

## **Chapter 1. Product Overview**

In addition to these core components, pSOSSystem includes the following:

- Networking protocols including SNMP, FTP, Telnet, TFTP, NFS, and STREAMS
- Run-time loader
- User application shell
- Support for C++ applications
- Boot ROMs
- Pre-configured versions of pSOSSystem for popular commercial hardware
- pSOSSystem templates for custom configurations
- Chip-level device drivers
- Sample applications

This manual focuses on explaining pSOSSystem core components. Other parts of the pSOSSystem environment are described in the *pSOSSystem Programmer's Reference* and in the *pSOSSystem Getting Started* manual.

### **1.3 Integrated Development Environment**

The pSOSSystem integrated cross-development environment can reside on a UNIX- or DOS-based computer. It includes C and C++ optimizing compilers, a target CPU simulator, a pSOS+ OS simulator, and a cross-debug solution that supports source- and system-level debugging.

The pSOSSystem debugging environment centers on the pROBE+ system-level debugger and optional high-level debugger. The high-level debugger executes on your host computer and works in conjunction with the pROBE+ system-level debugger, which runs on a target system.

The combination of the pROBE+ debugger and optional host debugger provides a multitasking debug solution that features:

- A sophisticated mouse and window user interface.
- Automatic tracking of program execution through source code files.
- Traces and breaks on high-level language statements.
- Breaks on task state changes and operating system calls.
- Monitoring of language variables and system-level objects such as tasks, queues and semaphores.
- Profiling for performance tuning and analysis.
- System and task debug modes.
- The ability to debug optimized code.

The pROBE+ debugger, in addition to acting as a back end for a high-level debugger on the host, can function as a standalone target-resident debugger that can accompany the final product to provide a field maintenance capability.

The pROBE+ debugger and other pSOSystem development tools are described in other manuals. See “Related Documentation” in About This Manual.

## **Chapter 1. Product Overview**

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# 2 pSOS+ Real-Time Kernel

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## 2.1 Overview

Discussions in this chapter focus primarily on concepts relevant to a single-processor system.

The pSOS+ kernel is a real-time, multitasking operating system kernel. As such, it acts as a nucleus of supervisory software that

- Performs services on demand
- Schedules, manages, and allocates resources
- Generally coordinates multiple, asynchronous activities

The pSOS+ kernel maintains a highly simplified view of application software, irrespective of the application's inner complexities. To the pSOS+ kernel, applications consist of three classes of program elements:

- Tasks
- I/O Device Drivers
- Interrupt Service Routines (ISRs)

Tasks, their virtual environment, and ISRs are the primary topics of discussion in this chapter. The I/O system and device drivers are discussed in Chapter 7, "I/O System."

Additional issues and considerations introduced by multiprocessor configurations are covered in Chapter 3, “pSOS+m Multiprocessing Kernel.”

## 2.2 Multitasking Implementation

A multitasked system is dynamic because task switching is driven by temporal events. In a multitasking system, while tasks are internally synchronous, different tasks can execute asynchronously. Figure 2-1 illustrates the multitasking kernel. A task can be stopped to allow execution to pass to another task at any time. In a very general way, Figure 2-1 illustrates multitasking and how it allows interrupt handlers to directly trigger tasks that can trigger other tasks.

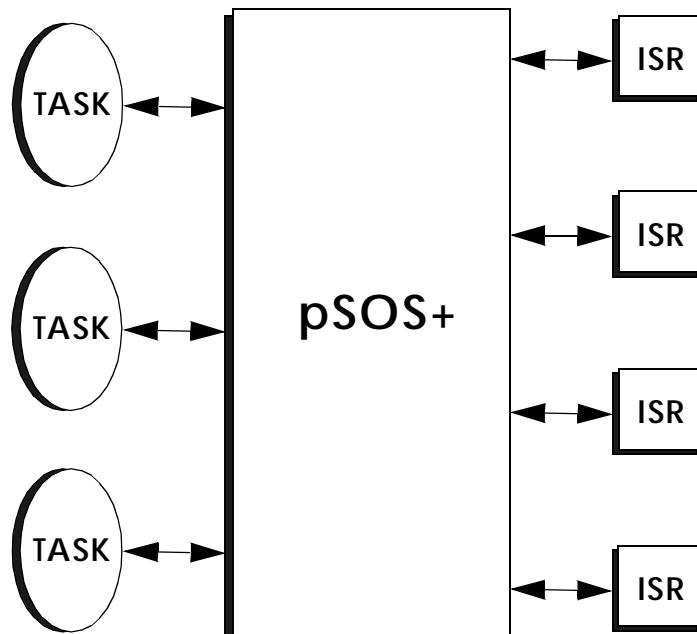


Figure 2-1. Multitasking Approach

Thus, a multitasked implementation closely parallels the real world, which is mainly asynchronous and/or cyclical as far as real-time systems apply. Application software for multitasking systems is likely to be far more structured, race-free, maintainable, and re-usable.

Several pSOS+ kernel attributes help solve the problems inherent in real-time software development. They include

- Partitioning of actions into multiple tasks, each capable of executing in parallel (overlapping) with other tasks: the pSOS+ kernel switches on cue between tasks, thus enabling applications to act asynchronously — in response to the outside world.
- Task prioritization. The pSOS+ kernel always executes the highest priority task that can run.
- Task preemption. If an action is in progress and a higher priority external event occurs, the event's associated action takes over immediately.
- Powerful, race-free synchronization mechanisms available to applications, which include message queues, semaphores, multiple-wait events, and asynchronous signals.
- Timing functions, such as wakeup, alarm timers, and timeouts for servicing cyclical, external events.

### 2.2.1 Concept of a Task

From the system's perspective, a task is the smallest unit of execution that can compete on its own for system resources. A task lives in a virtual, insulated environment furnished by the pSOS+ kernel. Within this space, a task can use system resources or wait for them to become available, if necessary, without explicit concern for other tasks. Resources include the CPU, I/O devices, memory space, and so on.

Conceptually, a task can execute concurrently with, and independent of, other tasks. The pSOS+ kernel simply switches between different tasks on cue. The cues come by way of system calls to the pSOS+ kernel. For example, a system call might cause the kernel to stop one task in mid-stream and continue another from the last stopping point.

Although each task is a logically separate set of actions, it must coordinate and synchronize itself, with actions in other tasks or with ISRs, by calling pSOS+ system services.

### 2.2.2 Decomposition Criteria

The decomposition of a complex application into a set of tasks and ISRs is a matter of balance and trade-offs, but one which obviously impacts the degree of parallelism, and therefore efficiency, that can be achieved. Excessive decomposition exacts an inordinate amount of overhead activity required in switching between the virtual environments of different tasks. Insufficient decomposition reduces throughput, because actions in each task proceed serially, whether they need to or not.

There are no fixed rules for partitioning an application; the strategy used depends on the nature of the application. First of all, if an application involves multiple, independent main jobs (for example, control of N independent robots), then each job should have one or more tasks to itself. Within each job, however, the partitioning into multiple, cooperating tasks requires much more analysis and experience.

The following discussion presents a set of reasonably sufficient criteria, whereby a job with multiple actions can be divided into separate tasks. Note that there are no necessary conditions for combining two tasks into one task, though this might result in a loss of efficiency or clarity. By the same token, a task can always be split into two, though perhaps with some loss of efficiency.

#### Terminology:

In this discussion, a *job* is defined as a group of one or more tasks, and a *task* is defined as a group of one or more actions.

An *action* (*act*) is a locus of instruction execution, often a loop.

A dependent action (*dact*) is an action containing one and only one dependent condition; this condition requires the action to wait until the condition is true, but the condition can only be made true by another dact.

#### Decomposition Criteria:

Given a task with actions A and B, if any one of the following criteria are satisfied, then actions A and B should be in separate tasks:

Time — dact A and dact B are dependent on cyclical conditions that have different frequencies or phases.

Asynchrony — dact A and dact B are dependent on conditions that have no temporal relationships to each other.

Priority — task A and task B are dependent on conditions that require a different priority of attention.

Clarity/Maintainability — task A and task B are either functionally or logically removed from each other.

The pSOS+ kernel imposes essentially no limit on the number of tasks that can coexist in an application. You simply specify in the pSOS+ Configuration Table the maximum number of tasks expected to be active contemporaneously, and the pSOS+ kernel allocates sufficient memory for the requisite system data structures to manage that many tasks.

## 2.3 Overview of System Operations

pSOS+ kernel services can be separated into the following categories:

- Task Management
- Storage Allocation
- Message Queue Services
- Event and Asynchronous Signal Services
- Semaphore Services
- Time Management and Timer Services
- Interrupt Completion Service
- Error Handling Service
- Multiprocessor Support Services

Detailed descriptions of each system call are provided in *pSOSystem System Calls*. The remainder of this chapter provides more details on the principles of pSOS+ kernel operation and is highly recommended reading for first-time users of the pSOS+ kernel.

### 2.3.1 Task States

A task can be in one of several execution states. A task's state can change only as result of a system call made to the pSOS+ kernel by the task itself, or by another task or ISR. From a macroscopic perspective, a multitasked application moves along by virtue of system calls into pSOS+, forcing the pSOS+ kernel to then change the states of affected tasks and, possibly as a result, switch from running one task to running

another. Therefore, gaining a complete understanding of task states and state transitions is an important step towards using the pSOS+ kernel properly and fully in the design of multitasked applications.

To the pSOS+ kernel, a task does not exist either before it is created or after it is deleted. A created task must be started before it can execute. A *created-but-unstarted* task is therefore in an innocuous, embryonic state.

Once *started*, a task generally resides in one of three states:

- Ready
- Running
- Blocked

A ready task is runnable (not blocked), and waits only for higher priority tasks to release the CPU. Because a task can be started only by a call from a running task, and there can be only one running task at any given instant, a new task always starts in the ready state.

A running task is a ready task that has been given use of the CPU. There is always one and only one running task. In general, the running task has the highest priority among all ready tasks; unless the task's preemption has been turned off, as described in Section 2.3.3 .

A task becomes blocked only as the result of some deliberate action on the part of the task itself, usually a system call that causes the calling task to wait. Thus, a task cannot go from the ready state to blocked, because only a running task can perform system calls.

### 2.3.2 State Transitions

Figure 2-2 depicts the possible states and state transitions for a pSOS+ task. Each state transition is described in detail below. Note the following abbreviations:

- E for Running (Executing)
- R for Ready
- B for Blocked

**(E->B)** A running task (E) becomes blocked when:

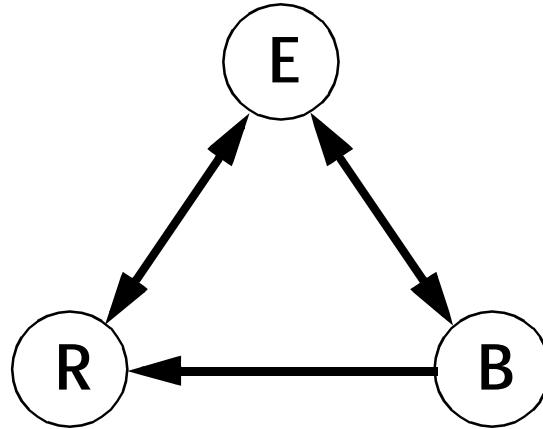


Figure 2-2. Task State Transitions

1. It requests a message (**q\_receive/q\_vreceive** with wait) from an empty message queue; or
2. It waits for an event condition (**ev\_receive** with wait enabled) that is not presently pending; or
3. It requests a semaphore token (**sm\_p** with wait) that is not presently available; or
4. It requests memory (**rn\_getseg** with wait) that is not presently available; or
5. It pauses for a time interval (**tm\_wkafter**) or until a particular time (**tm\_wkwhen**).

**(B->R)** A blocked task (B) becomes ready when:

1. A message arrives at the message queue (**q\_send/q\_vsend**, **q\_urgent/q\_vurgent**, **q\_broadcast/q\_vbroadcast**) where B has been waiting, and B is first in that wait queue; or
2. An event is sent to B (**ev\_send**), fulfilling the event condition it has been waiting for; or
3. A semaphore token is returned (**sm\_v**), and B is first in that wait queue; or
4. Memory returned to the region (**rn\_retseg**) now allows a memory segment that to be allocated to B; or

5. B has been waiting with a timeout option for events, a message, a semaphore, or a memory segment, and that timeout interval expires; or
6. B has been delayed, and its delay interval expires or its wakeup time arrives; or
7. B is waiting at a message queue, semaphore or memory region, and that queue, semaphore or region is deleted by another task.

**(B->E)** A blocked task (B) becomes the running task when:

1. Any one of the (B->R) conditions occurs, B has higher priority than the last running task, and the last running task has preemption enabled.

**(R->E)** A ready task (R) becomes running when the last running task (E):

1. Blocks; or
2. Re-enables preemption, and R has higher priority than E; or
3. Has preemption enabled, and E changes its own, or R's, priority so that R now has higher priority than E and all other ready tasks; or
4. Runs out of its timeslice, its roundrobin mode is enabled, and R has the same priority as E.

**(E->R)** The running task (E) becomes a ready task when:

1. Any one of the (B->E) conditions occurs for a blocked task (B) as a result of a system call by E or an ISR; or
2. Any one of the conditions 2-4 of (R->E) occurs.

A fourth, but secondary, state is the suspended state. A suspended task cannot run until it is explicitly resumed. Suspension is very similar to blocking, but there are fundamental differences.

First, a task can block only itself, but it can suspend other tasks as well as itself.

Second, a blocked task can also be suspended. In this case, the effects are additive — that task must be both unblocked and resumed, the order being irrelevant, before the task can become ready or running.

NOTE: The task states discussed above should not be confused with user and supervisor program states that exist on some processors. The latter are hardware states of privilege.

### 2.3.3 Task Scheduling

The pSOS+ kernel employs a priority-based, preemptive scheduling algorithm. In general, the pSOS+ kernel ensures that, at any point in time, the running task is the one with the highest priority among all ready-to-run tasks in the system. However, you can modify pSOS+ scheduling behavior by selectively enabling and disabling preemption or time-slicing for one or more tasks.

Each task has a mode word (see section 2.4.3, “Task Mode Word”), with two settable bits that can affect scheduling. One bit controls the task’s preemptibility. If disabled, then once the task enters the running state, it will stay running even if other tasks of higher priority enter the ready state. A task switch will occur only if the running task blocks, or if it re-enables preemption.

A second mode bit controls timeslicing. If the running task’s timeslice bit is enabled, the pSOS+ kernel automatically tracks how long the task has been running. When the task exceeds the predetermined timeslice, and other tasks with the same priority are ready to run, the pSOS+ kernel switches to run one of those tasks. Timeslicing only affects scheduling among equal priority tasks. For more details on timeslicing, see section 2.3.5, “Roundrobin by Timeslicing.”

### 2.3.4 Task Priority

A priority must be assigned to each task when it is created. There are 256 priority levels — 255 is the highest, 0 the lowest. Certain priority levels are reserved for use by special pSOSSystem tasks. Level 0 is reserved for the **IDLE** daemon task furnished by the pSOS+ kernel. Levels 240 - 255 are reserved for a variety of high priority tasks, including the pSOS+ **ROOT**. A task’s priority, including that of system tasks, can be changed at runtime by calling the **t\_setpri** system call.

When a task enters the ready state, the pSOS+ kernel puts it into an indexed ready queue behind tasks of higher or equal priority. All ready queue operations, including insertions and removals, are achieved in fast, constant time. No search loop is needed.

During dispatch, when it is about to exit and return to the application code, the pSOS+ kernel will normally run the task with the highest priority in the ready queue. If this is the same task that was last running, then the pSOS+ kernel simply returns to it. Otherwise, the last running task must have either blocked, or one or more ready tasks now have higher priority. In the first (blocked) case, the pSOS+ kernel will always switch to run the task currently at the top of the indexed ready queue. In the second case, technically known as preemption, the pSOS+ kernel will also perform a task switch, unless the last running task has its preemption mode disabled, in which case the dispatcher has no choice but to return to it.

Note that a running task can only be preempted by a task of higher or equal (if timeslicing enabled) priority. Therefore, the assignment of priority levels is crucial in any application. A particular ready task cannot run unless all tasks with higher priority are blocked. By the same token, a running task can be preempted at any time, if an interrupt occurs and the attendant ISR unblocks a higher priority task.

### 2.3.5 Roundrobin by Timeslicing

In addition to priority, the pSOS+ kernel can use timeslicing to schedule task execution. However, timesliced (roundrobin) scheduling can be turned on/off on a per task basis, and is always secondary to priority considerations.

You can specify the timeslice quantum in the Configuration Table using the parameter **kc\_ticks2slice**. For example, if this value is 6, and the clock frequency (**kc\_ticks2sec**) is 60, a full slice will be 1/10 second.

Each task carries a timeslice counter, initialized by the pSOS+ kernel to the timeslice quantum when the task is created. Whenever a clock tick is announced to the pSOS+ kernel, the pSOS+ time manager decrements the running task's timeslice counter unless it is already 0. The timeslice counter is meaningless if the task's roundrobin bit or the preemption bit is disabled. If the running task's roundrobin bit and preemption bit is enabled and its time-slice counter is 0, two outcomes are possible as follows:

1. If all other presently ready tasks have lower priority, then no special scheduling takes place. The task's timeslice counter stays at zero, so long as it stays in the running or ready state.

2. If one or more other tasks of the same priority are ready, the pSOS+ kernel moves the running task from the running state into the ready state, and re-enters it into the indexed ready queue behind all other ready tasks of the same priority. This forces the pSOS+ dispatcher to switch from that last running task to the task now at the top of the ready queue. The last running task's timeslice counter is given a full timeslice, in preparation for its next turn to run.

Regardless of whether or not its roundrobin mode bit is enabled, when a task becomes ready from the blocked state, the pSOS+ kernel always inserts it into the indexed ready queue behind all tasks of higher or equal priority. At the same time, the task's timeslice counter is refreshed with a new, full count.

**NOTE:** The preemption mode bit takes precedence over roundrobin scheduling. If the running task has preemption disabled, then it will preclude roundrobin and continue to run.

In general, real-time systems rarely require time-slicing, except to insure that certain tasks will not inadvertently monopolize the CPU. Therefore, the pSOS+ kernel by default initializes each task with the roundrobin mode disabled.

For example, shared priority is often used to prevent mutual preemption among certain tasks, such as those that share non-reentrant critical regions. In such cases, roundrobin should be left disabled for all such related tasks, in order to prevent the pSOS+ kernel from switching tasks in the midst of such a region.

To maximize efficiency, a task's roundrobin should be left disabled, if:

1. it has a priority level to itself, or
2. it shares its priority level with one or more other tasks, but roundrobin by timeslice among them is not necessary.

### 2.3.6 Manual Roundrobin

For certain applications, automatic roundrobin by timeslice might not be suitable. However, there might still be a need to perform roundrobin manually — that is, the running task might need to explicitly give up the CPU to other ready tasks of the same priority.

The pSOS+ kernel supports manual roundrobin, via the **tm\_wkafter** system call with a zero interval. If the running task is the only ready task

at that priority level, then the call simply returns to it. If there are one or more ready tasks at the same priority, then the pSOS+ kernel will take the calling task from the running state into the ready state, thereby putting it behind all ready tasks of that priority. This forces the pSOS+ kernel to switch from that last running task to another task of the same priority now at the head of the ready queue.

### 2.3.7 Dispatch Criteria

Dispatch refers to the exit stage of the pSOS+ kernel, where it must decide which task to run upon exit; that is, whether it should continue with the running task, or switch to run another ready task.

If the pSOS+ kernel is entered because of a system call from a task, then the pSOS+ kernel will always exit through the dispatcher, in order to catch up with any state transitions that might have been caused by the system call. For example, the calling task might have blocked itself, or made a higher priority blocked task ready. On the other hand, if the pSOS+ kernel is entered because of a system call by an ISR, then the pSOS+ kernel will not dispatch, but will instead return directly to the calling ISR, to allow the ISR to finish its duties.

Because a system call from an ISR might have caused a state transition, such as readying a blocked task, a dispatch must be forced at some point. This is the reason for the **I\_RETURN** entry into the pSOS+ kernel, which is used by an ISR to exit the interrupt service, and at the same time allow the pSOS+ kernel to execute a dispatch.

### 2.3.8 Objects, Names, and IDs

The pSOS+ kernel is an object-oriented operating system kernel. Object classes include tasks, memory regions, memory partitions, message queues, and semaphores.

Each object is created at runtime and known throughout the system by two identities — a pre-assigned name and a run-time ID. An object's 32-bit (4 characters, if ASCII) name is user-assigned and passed to the pSOS+ kernel as input to an **Obj\_CREATE** (e.g. **t\_create**) system call. The pSOS+ kernel in turn generates and assigns a unique, 32-bit object ID (e.g. **Tid**) to the new object. Except for **Obj\_IDENT** (e.g. **q\_ident**) calls, all system calls that reference an object must use its ID. For example, a task is suspended using its **Tid**, a message is sent to a message queue using its **Qid**, and so forth.

The run-time ID of an object is of course known to its creator task — it is returned by the **Obj\_CREATE** system call. Any other task that knows an object only by its user-assigned name can obtain its ID in one of two ways:

1. Use the system call **Obj\_IDENT** once with the object's name as input; the pSOS+ kernel returns the object's ID, which can then be saved away.
2. Or, the object ID can be obtained from the parent task in one of several ways. For example, the parent can store away the object's ID in a global variable — the **Tid** for task **ABCD** can be saved in a global variable with a name like **ABCD\_TID**, for access by all other tasks.

An object's ID contains implicitly the location, even in a multiprocessor distributed system, of the object's control block (e.g. TCB or QCB), a structure used by the pSOS+ kernel to manage and operate on the abstract object.

Objects are truly dynamic — the binding of a named object to its reference handle is deferred to runtime. By analogy, the pSOS+ kernel treats objects like files. A file is created by name. But to avoid searching, read and write operations use the file's ID returned by create or open. Thus, **t\_create** is analogous to **File\_Create**, and **t\_ident** to **File\_Open**.

As noted above, an object's name can be any 32-bit integer. However, it is customary to use four-character ASCII names, because ASCII names are more easily remembered, and pSOSSystem debug tools will display an object name in ASCII, if possible.

## 2.4 Task Management

In general, task management provides dynamic creation and deletion of tasks, and control over task attributes. The available system calls in this group are:

<b>t_create</b>	Create a new task.
<b>t_ident</b>	Get the ID of a task.
<b>t_start</b>	Start a new task.
<b>t_restart</b>	Restart a task.
<b>t_delete</b>	Delete a task.
<b>t_suspend</b>	Suspend a task.

<b>t_resume</b>	Resume a suspended task.
<b>t_setpri</b>	Change a task's priority.
<b>t_mode</b>	Change calling task's mode bits.
<b>t_setreg</b>	Set a task's notepad register.
<b>t_getreg</b>	Get a task's notepad register.

### 2.4.1 Creation of a Task

Task creation refers to two operations. The first is the actual creation of the task by the **t\_create** call. The second is making the task ready to run by the **t\_start** call. These two calls work in conjunction so the pSOS+ kernel can schedule the task for execution and allow the task to compete for other system resources. Refer to *pSOSSystem System Calls* for a description of **t\_create** and **t\_start**.

A parent task creates a child task by calling **t\_create**. The parent task passes the following input parameters to the child task:

- A user-assigned name
- A priority level for scheduling purposes
- Sizes for one or two stacks
- Several flags

Refer to the description of **t\_create** in *pSOSSystem System Calls* for a description of the preceding parameters.

**t\_create** acquires and sets up a Task Control Block (TCB) for the child task, then it allocates a memory segment (from Region 0) large enough for the task's stack(s) and any necessary extensions. Extensions are extra memory areas required for optional features. For example:

- A floating point context save area for systems with co-processors
- Memory needed by other system components (such as pFILE+, pREPC+, pNA+, and so forth) to hold per-task data

This memory segment is linked to the TCB. **t\_create** returns a task identifier assigned by the pSOS+ kernel.

The **t\_start** call must be used to complete the creation. **t\_start** supplies the starting address of the new task, a mode word that controls its initial execution behavior (see section 2.4.3, “Task Mode Word”), and an

optional argument list. Once started, the task is ready-to-run, and is scheduled for execution based on its assigned priority.

With two exceptions, all user tasks that form a multitasking application are created dynamically at runtime. One exception is the **ROOT** task, which is created and started by the pSOS+ kernel as part of its startup initialization. After startup, the pSOS+ kernel simply passes control to the **ROOT** task. The other exception is the default **IDLE** task, also provided as part of startup. All other tasks are created by explicit system calls to the pSOS+ kernel, when needed.

In some designs, **ROOT** can initialize the rest of the application by creating all the other tasks at once. In other systems, **ROOT** might create a few tasks, which in turn can create a second layer of tasks, which in turn can create a third layer, and so on. The total number of active tasks in your system is limited by the **kc\_ntask** specification in the pSOS+ Configuration Table.

The code segment of a task must be memory resident. It can be in ROM, or loaded into RAM either at startup or at the time of its creation. A task's data area can be statically assigned, or dynamically requested from the pSOS+ kernel. Memory considerations are discussed in detail in the "Memory Usage" section of the *pSOSystem Programmer's Reference*.

#### 2.4.2 Task Control Block

A task control block (TCB) is a system data structure allocated and maintained by the pSOS+ kernel for each task after it has been created. A TCB contains everything the kernel needs to know about a task, including its name, priority, remainder of timeslice, and of course its context. Generally, context refers to the state of machine registers. When a task is running, its context is highly dynamic and is the actual contents of these registers. When the task is not running, its context is frozen and kept in the TCB, to be restored the next time it runs.

There are certain overhead structures within a TCB that are used by the pSOS+ kernel to maintain it in various system-wide queues and structures. For example, a TCB might be in one of several queues — the ready queue, a message wait queue, a semaphore wait queue, or a memory region wait queue. It might additionally be in a timeout queue.

At pSOS+ kernel startup, a fixed number of TCBs is allocated reflecting the maximum number of concurrently active tasks specified in the pSOS+ Configuration Table entry **kc\_ntask**. A TCB is allocated to each

task when it is created, and is reclaimed for reuse when the task is deleted. Memory considerations for TCBs are given in the “Memory Usage” section of the *pSOSSystem Programmer’s Reference*.

A task’s **Tid** contains, among other things, the encoded address of the task’s TCB. Thus, for system calls that supply **Tid** as input, the pSOS+ kernel can quickly locate the target task’s TCB. By convention, a **Tid** value of 0 is an alias for the running task. Thus, if 0 is used as the **Tid** in a system call, the target will be the calling task’s TCB.

### 2.4.3 Task Mode Word

Each task carries a mode word that can be used to modify scheduling decisions or control its execution environment:

- Preemption Enabled/Disabled — If a task has preemption disabled, then so long as it is ready, the pSOS+ kernel will continue to run it, even if there are higher priority tasks also ready.
- Roundrobin Enabled/Disabled — Its effects are discussed in section 2.3.5, “Roundrobin by Timeslicing.”
- ASR Enabled/Disabled — Each task can have an Asynchronous Signal Service Routine (ASR), which must be established by the **as\_catch** system call. Asynchronous signals behave much like software interrupts. If a task’s ASR is enabled, then an **as\_send** system call directed at the task will force it to leave its expected execution path, execute the ASR, and then return to the expected execution path. See section 2.10.1, “The ASR,” for more details on ASRs.
- Interrupt Control — Allows interrupts to be disabled while a task is running. On some processors, you can fine-tune interrupt control. Details are provided in the **t\_mode()** and **t\_start()** call descriptions in *pSOSSystem System Calls*.

A task’s mode word is set up initially by the **t\_start** call and can be changed dynamically using the **t\_mode** call. Some processor versions of pSOS+ place restrictions on which mode attributes can be changed by **t\_mode()**. Details are provided in the **t\_mode()** description in *pSOSSystem System Calls*.

To ensure correct operation of the application, you should avoid direct modification of the CPU control/status register. Use **t\_mode** for such purposes, so that the pSOS+ kernel is correctly informed of such changes.

#### 2.4.4 Task Stacks

Each task must have its own stack, or stacks. You declare the size of the stack(s) when you create the task using **t\_create()**. Details regarding processor-specific use of stacks are provided in the **t\_create()** call description of *pSOSSystem System Calls*. Additional information on stacks is provided in the “Memory Usage” section of the *pSOSSystem Programmer’s Reference*.

#### 2.4.5 Task Memory

The pSOS+ kernel allocates and maintains a task’s stack(s), but it has no explicit knowledge of a task’s code or data areas.

For most applications, application code is memory resident prior to system startup, being either ROM resident or booted. For some systems, a task can be brought into memory just before it is created or started; in which case, memory allocation and/or location sensitivity should be considered.

#### 2.4.6 Death of a Task

A task can terminate itself, or another task. The **t\_delete** pSOS+ Service removes a created task by reclaiming its TCB and returning the stack memory segment to Region 0. The TCB is marked as free, and can be reused by a new task.

The proper reclamation of resources such as segments, buffers, or semaphores should be an important part of task deletion. This is particularly true for dynamic applications, wherein parts of the system can be shutdown and/or regenerated on demand.

In general, **t\_delete** should only be used to perform self-deletion. The reason is simple. When used to forcibly delete another task, **t\_delete** denies that task a chance to perform any necessary cleanup work. A preferable method is to use the **t\_restart** call, which forces a task back to its initial entry point. Because **t\_restart** can pass an optional argument list, the target task can use this to distinguish between a **t\_start**, a meaningful **t\_restart**, or a request for self-deletion. In the latter case, the task can return any allocated resources, execute any necessary cleanup code, and then gracefully call **t\_delete** to delete itself.

A deleted task ceases to exist insofar as the pSOS+ kernel is concerned, and any references to it, whether by name or by **Tid**, will evoke an error return.

### 2.4.7 Notepad Registers

Each task has 16 software notepad 32-bit registers. They are carried in a task's TCB, and can be set and read using the **t\_setreg** and **t\_getreg** calls, respectively. The purpose of these registers is to provide to each task, in a standard system-wide manner, a set of named variables that can be set and read by other tasks, including by remote tasks on other processor nodes.

Eight of these notepad registers are reserved for system use. The remaining eight can be used for any application specific purpose.

### 2.4.8 The Idle Task

At startup, the pSOS+ kernel automatically creates and starts an idle task, named **IDLE**, whose sole purpose in life is to soak up CPU time when no other task can run. **IDLE** runs at priority 0 with a stack allocated from Region 0 whose size is equal to **kc\_rootsst**.

On most processors, **IDLE** executes only an infinite loop. On some processors, pSOS+ can be configured to call a user-defined routine when **IDLE** is executed. This user-defined routine can be used for purposes such as power conservation. See “pSOS+ and pSOS+m Configuration Table Parameters” in *pSOSystem Getting Started* for more details.

Though simple, **IDLE** is an important task. It must not be tampered with via **t\_delete**, **t\_suspend**, **t\_setpri**, or **t\_mode**, unless you have provided an equivalent task to fulfill this necessary idling function.

## 2.5 Storage Allocation

pSOS+ storage management services provide dynamic allocation of both variable size segments and fixed size buffers. The system calls are

<b>rn_create</b>	Create a memory region.
<b>rn_ident</b>	Get the ID of a memory region.
<b>rn_delete</b>	Delete a memory region.
<b>rn_getseg</b>	Allocate a segment from a region.

<b>rn_retseg</b>	Return a segment to a region.
<b>pt_create</b>	Create a partition of buffers.
<b>pt_ident</b>	Get the ID of a partition.
<b>pt_delete</b>	Delete a partition of buffers.
<b>pt_getbuf</b>	Get a buffer from a partition.
<b>pt_retbu</b>	Return a buffer to a partition.

### 2.5.1 Regions and Segments

A memory region is a user-defined, physically contiguous block of memory. Regions can possess distinctive implicit attributes. For example, one can reside in strictly local RAM, another in system-wide accessible RAM. Regions must be mutually disjoint and can otherwise be positioned on any long word boundary.

Like tasks, regions are dynamic abstract objects managed by the pSOS+ kernel. A region is created using the **rn\_create** call with the following inputs — its user-assigned name, starting address and length, and **unit\_size**. The pSOS+ system call **rn\_create** returns a region ID (**RNid**) to the caller. For any other task that knows a region only by name, the **rn\_ident** call can be used to obtain a named region's **RNid**.

A segment is a variable-sized piece of memory from a memory region, allocated by the pSOS+ kernel on the **rn\_getseg** system call. Inputs to **rn\_getseg** include a region ID, a segment size that might be anything, and an option to wait until there is sufficient free memory in the region. The **rn\_retseg** call reclaims an allocated segment and returns it to a region.

A region can be deleted, although this is rarely used in a typical application. For one thing, deletion must be carefully considered, and is allowed by the pSOS+ kernel only if there are no outstanding segments allocated from it, or if the *delete override* option was used when the region was created.

### 2.5.2 Special Region 0

The pSOS+ kernel requires at least one region in order to function. This special region's name is **RN#0** and its id is zero (0). The start address and length of this region are specified in the pSOS+ Configuration Table. During pSOS+ startup, the pSOS+ kernel first carves a Data Segment from the beginning of Region 0 for its own data area and control

structures such as TCBs, etc. A formula to calculate the exact size of this pSOS+ Data Segment is given in the “Memory Usage” section of the *pSOSSystem Programmer’s Reference* manual. The remaining block of Region 0 is used for task stacks, as well as any user **rn\_getseg** calls.

The pSOS+ kernel pre-allocates memory for its own use. That is, after startup, the pSOS+ kernel makes no dynamic demands for memory. However, when the **t\_create** system call is used to create a new task, the pSOS+ kernel will internally generate an **rn\_getseg** call to obtain a segment from Region 0 to use as the task’s stack (or stacks in the case of certain processors).

Similarly, when **q\_vcreate** is used to create a variable length message queue, the pSOS+ kernel allocates a segment from Region 0 to store messages pending at the queue.

Note that the pSOS+ kernel keeps track of each task’s stack segment and each variable length message queue’s message storage segment. When a task or variable length queue is deleted, the pSOS+ kernel automatically reclaims the segment and returns it to Region 0.

Like any memory region, your application can make **rn\_getseg** and **rn\_retseg** system calls to Region 0 to dynamically allocate and return variable-sized memory segments. Region 0, by default, queues any tasks waiting there for segment allocation by FIFO order.

### 2.5.3 Allocation Algorithm

The pSOS+ kernel takes a piece at the beginning of the input memory area to use as the region’s control block (RNCB). The size of the RNCB varies, depending on the region size and its **unit\_size** parameter, described below. A formula giving the size of an RNCB is given in the “Memory Usage” section of the *pSOSSystem Programmer’s Reference*.

Each memory region has a **unit\_size** parameter, specified as an input to **rn\_create**. This region-specific parameter is the region’s smallest unit of allocation. This unit must be a power of 2, but greater than or equal to 16 bytes. Any segment allocated by **rn\_getseg** is always a size equal to the nearest multiple of **unit\_size**. For example, if a region’s **unit\_size** is 32 bytes, and an **rn\_getseg** call requests 130 bytes, then a segment with 5 units or 160 bytes will be allocated. A region’s length cannot be greater than 32,767 times the **unit\_size** of the region.

The **unit\_size** specification has a significant impact on (1) the efficiency of the allocation algorithm, and (2) the size of the region's RNCB. The larger the **unit\_size**, the faster the **rn\_getseg** and **rn\_retseg** execution, and the smaller the RNCB.

The pSOS+ region manager uses an efficient heap management algorithm. A region's RNCB holds an allocation map and a heap structure used to manage an ordered list of free segments. By maintaining free segments in order of decreasing size, an **rn\_getseg** call only needs to check the first such segment. If the segment is too small, then allocation is clearly impossible. The caller can wait, wait with timeout, or return immediately with an error code. If the segment is large enough, then it will be split. One part is returned to the calling task. The other part is re-entered into the heap structure. If the segment exactly equals the requested segment size, it will not be split.

When **rn\_retseg** returns a segment, the pSOS+ kernel always tries to merge it with its neighbor segments, if one or both of them happen to be free. Merging is fast, because the neighbor segments can be located without searching. The resulting segment is then re-entered into the heap structure.

#### 2.5.4 Partitions and Buffers

A memory partition is a user-defined, physically contiguous block of memory, divided into a set of equal-sized buffers. Aside from having different buffer sizes, partitions can have distinctive implicit attributes. For example, one can reside in strictly local RAM, another in system-wide accessible RAM. Partitions must be mutually disjoint.

Like regions, partitions are dynamic abstract objects managed by the pSOS+ kernel. A partition is created using the **pt\_create** call with the following inputs — its user-assigned name, starting address and length, and **buffer\_size**. The system call **pt\_create** returns a partition ID (**PTid**) assigned by the pSOS+ kernel to the caller. For any other task that knows a partition only by name, the **pt\_ident** call can be used to obtain a named partition's **PTid**.

The pSOS+ kernel takes a small piece at the beginning of the input memory area to use as the partition's control block (PTCB). The rest of the partition is organized as a pool of equal-sized buffers. Because of this simple organization, the **pt\_getbuf** and **pt\_retbuff** system calls are highly efficient.

A partition has the following limits — it must start on a long-word boundary and its buffer size must be a power of 2, but greater than or equal to 4 bytes.

Partitions can be deleted, although this is rarely done in a typical application. For one thing, deletion must be carefully considered, and is allowed by the pSOS+ kernel only if there are no outstanding buffers allocated from it.

Partitions can be used, in a tightly-coupled multiprocessor configuration, for efficient data exchange between processor nodes. For a complete discussion of shared partitions, see Chapter 3, “pSOS+m Multiprocessing Kernel.”

## 2.6 Communication, Synchronization, Mutual Exclusion

A pSOS+ based application is generally partitioned into a set of tasks and interrupt service routines (ISRs). Conceptually, each task is a thread of independent actions that can execute concurrently with other tasks. However, cooperating tasks need to exchange data, synchronize actions, or share exclusive resources. To service task-to-task as well as ISR-to-task communication, synchronization, and mutual exclusion, the pSOS+ kernel provides three sets of facilities — message queues, events, and semaphores.

## 2.7 The Message Queue

Message queues provide a highly flexible, general-purpose mechanism to implement communication and synchronization. The related system calls are listed below:

<b>q_create</b>	Create a message queue.
<b>q_ident</b>	Get the ID of a message queue.
<b>q_delete</b>	Delete a message queue.
<b>q_receive</b>	Get/wait for a message from a queue.
<b>q_send</b>	Post a message at the end of a queue.
<b>q_urgent</b>	Put a message at head of a queue.
<b>q_broadcast</b>	Broadcast a message to a queue.

Like a task, a message queue is an abstract object, created dynamically using the **q\_create** system call. **q\_create** accepts as input a user-assigned name and several characteristics, including whether tasks waiting for messages there will wait *first-in-first-out*, or by task priority, whether the message queue has a limited length, and whether a set of message buffers will be reserved for its private use.

A queue is not explicitly bound to any task. Logically, one or more tasks can send messages to a queue, and one or more tasks can request messages from it. A message queue therefore serves as a many-to-many communication switching station.

Consider this many-to-1 communication example. A server task can use a message queue as its input request queue. Several client tasks independently send request messages to this queue. The server task waits at this queue for input requests, processes them, and goes back for more — a single queue, single server implementation.

The number of message queues in your system is limited by the **kc\_nqueue** specification in the pSOS+ Configuration Table.

A message queue can be deleted using the **q\_delete** system call. If one or more tasks are waiting there, they will be removed from the wait queue and returned to the ready state. When they run, each task will have returned from their respective **q\_receive** call with an error code (Queue Deleted). On the other hand, if there are messages posted at the queue, then the pSOS+ kernel will reclaim the message buffers and all message contents are lost. Message buffers are covered in section 2.7.3, “Messages and Message Buffers.”

### 2.7.1 The Queue Control Block

Like a **Tid**, a message queue’s **Qid** carries the location of the queue’s control block (QCB), even in a multiprocessor configuration. This is an important notion, because using the **Qid** to reference a message queue totally eliminates the need to search for its control structure.

A QCB is allocated to a message queue when it is created, and reclaimed for re-use when it is deleted. This structure contains the queue’s name and ID, wait-queueing method, and message queue length and limit. Memory considerations for QCBs are given in the “Memory Usage” section of the *pSOSystem Programmer’s Reference*.

### 2.7.2 Queue Operations

A queue usually has two types of users — sources and sinks. A source posts messages, and can be a task or an ISR. A sink consumes messages, and can be another task or (with certain restrictions) an ISR.

There are three different ways to post a message — **q\_send**, **q\_urgent**, and **q\_broadcast**.

When a message arrives at a queue, and there is no task waiting, it is copied into a message buffer taken from either the shared or (if it has one) the queue's private, free buffer pool. The message buffer is then entered into the message queue. A **q\_send** call puts a message at the end of the message queue. **q\_urgent** inserts a message at the front of the message queue.

When a message arrives at a queue, and there are one or more tasks already waiting there, then the message will be given to the first task in the wait queue. No message buffer will be used. That task then leaves the queue, and becomes ready to run.

The **q\_broadcast** system call broadcasts a message to all tasks waiting at a queue. This provides an efficient method to wake up multiple tasks with a single system call.

There is only one way to request a message from a queue — the **q\_receive** system call. If no message is pending, the task can elect to wait, wait with timeout, or return unconditionally. If a task elects to wait, it will either be by first-in-first-out or by task priority order, depending on the specifications given when the queue was created. If the message queue is non-empty, then the first message in the queue will be returned to the caller. The message buffer that held that message is then released back to the shared or the queue's private free buffer pool.

### 2.7.3 Messages and Message Buffers

Messages are fixed length, consisting of four long words. A message's content is entirely dependent on the application. It can be used to carry data, pointer to data, data size, the sender's **Tid**, a response queue **Qid**, or some combination of the above. In the degenerate case where a message is used purely for synchronization, it might carry no information at all.

When a message arrives at a message queue and no task is waiting, the message must be copied into a message buffer that is then entered into the message queue.

A pSOS+ message buffer consists of five long words. Four of the long words are the message and one is a *link field*. The link field links one message buffer to another. At startup, the pSOS+ kernel allocates a shared pool of free message buffers. The size of this pool is equal to the **kc\_nmsgbuf** entry in the pSOS+ Configuration Table.

A message queue can be created to use either a pool of buffers shared among many queues or its own private pool of buffers. In the first case, messages arriving at the queue will use free buffers from the shared pool on an as-needed basis. In the second case, a number of free buffers equal to the queue's maximum length are taken from the shared pool and set aside for the private use of the message queue.

### 2.7.4 Two Examples of Queue Usage

The examples cited below and depicted in Figure 2-3 illustrate the ways in which the message queue facility can be used to implement various synchronization requirements.

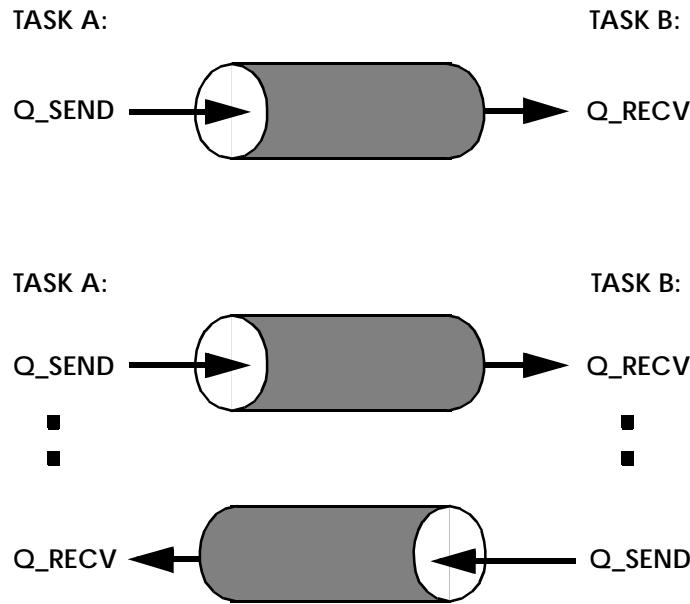


Figure 2-3. One Way and Two Way Queue Synchronization

The first example typifies the straightforward use of a message queue as a FIFO queue between one or more message sources, and one or more message sinks. Synchronization provided by a single queue is one-way and non-interlocked. That is, a message sink synchronizes its activities to the arrival of a message to the queue, but a message source does not synchronize to any queue or sink condition — it can elect to produce messages at its own pace.

The second example uses two queues to close the synchronization loop, and provide interlocked communication. A task that is a message sink to one queue is a message source to the other, and vice-versa. Task A sends a message to queue X, and does not continue until it receives a message from queue Y. Task B synchronizes itself to the arrival of a message to

queue X, and responds by sending an acknowledgment message to queue Y. The result is that tasks A and B interact in an interlocked, coroutine-like fashion.

### 2.7.5 Variable Length Message Queues

Recall that ordinary message queues use fixed-length 16-byte messages. While 16 bytes is adequate for most purposes, in some cases it is convenient to use messages of differing sizes, particularly larger messages. The pSOS+ kernel supports a special type of message queue called a *variable length message queue*. A variable length message queue can accept messages of any length up to a maximum specified when the queue is created.

Internally the pSOS+ kernel implements variable length message queues as a special type of ordinary queue. That is, ordinary and variable length message queues are not different objects, but rather, different forms of the same object.

Although they are implemented using the same underlying object, the pSOS+ kernel provides a complete family of services to create, manage, and use variable length message queues. These services are as follows:

<b>q_vcreate</b>	Create a variable length message queue
<b>q_vident</b>	Get the ID of a variable length message queue
<b>q_vdelete</b>	Delete a variable length message queue
<b>q_vreceive</b>	Get or wait for message from a variable length message queue
<b>q_vsend</b>	Post a message at end of a variable length message queue
<b>q_vurgent</b>	Put a message at head of a variable length message queue
<b>q_vbroadcast</b>	Broadcast a message to a variable length message queue

A variable length queue is created with the **q\_vcreate** service call. In addition to **name** and **flags** the caller provides two additional input parameters. The first specifies the queue's *maximum message length*. A message of any length up to this maximum can be sent to the queue. Any attempt to send a message larger than a queue's maximum message

length results in an error. The second parameter specifies the queue's *maximum message queue length*. This is the maximum number of messages that can be waiting at the queue simultaneously.

Unlike ordinary queues, which use buffers from the system-wide buffer pool for message storage, variable length queues always store messages in buffers that are allocated from region 0 when the queue is created. These buffers are then available for the exclusive use of the queue. They are never shared with other queues and they are only returned to region 0 if and when the queue is deleted.

Once a variable length message queue has been created, variable length messages are sent and received using the **q\_vsendl**, **q\_vurgent**, **q\_vbroadcast**, and **q\_vreceive** service calls. The calls operate exactly like their ordinary counterparts (**q\_send**, **q\_urgent**, **q\_broadcast**, and **q\_receive**), except the caller must provide an additional parameter that specifies the length of the message. The **q\_receive** service call returns the length of the received message to the caller.

The remaining two variable length message queue services, **q\_vident** and **q\_vdelete** are identical to their ordinary counterparts (**q\_ident** and **q\_delete**) in every respect.

Note that although ordinary and variable length message queues are implemented using the same underlying object, service calls cannot be mixed. For example, **q\_send** cannot be used to post a message to a variable length message queue. Similarly, **q\_vsendl** cannot be used to send a message to an ordinary queue. There is one exception — **q\_ident** and **q\_vident** are identical. When searching for the named queue, both return the first queue encountered that has the specified name, regardless of the queue type.

## 2.8 Events

The pSOS+ kernel provides a set of synchronization-by-event facilities. Each task has 32 event flags it can wait on, bit-wise encoded in a 32-bit word. The high 16 bits are reserved for system use. The lower 16 event flags are user definable.

Two pSOS+ system calls provide synchronization by events between tasks and between tasks and ISRs:

<b>ev_receive</b>	Get or wait for events.
<b>ev_send</b>	Send events to a task.

**ev\_send** is used to send one or more events to another task. With **ev\_receive**, a task can wait for, with or without timeout, or request without waiting, one or more of its own events. One important feature of events is that a task can wait for one event, one of several events (OR), or all of several events (AND).

### 2.8.1 Event Operations

Events are independent of each other. The **ev\_receive** call permits synchronization to the arrival of one or more events, qualified by an AND or OR condition. If all the required event bits are on (i.e. pending), then the **ev\_receive** call resets them and returns immediately. Otherwise, the task can elect to return immediately or block until the desired event(s) have been received.

A task or ISR can send one or more events to another task. If the target task is not waiting for any event, or if it is waiting for events other than those being sent, **ev\_send** simply turns the event bit(s) on, which makes the events pending. If the target task is waiting for some or all of the events being sent, then those arriving events that match are used to satisfy the waiting task. The other non-matching events are made pending, as before. If the requisite event condition is now completely satisfied, the task is unblocked and made ready-to-run; otherwise, the wait continues for the remaining events.

### 2.8.2 Events Versus Messages

Events differ from messages in the following sense:

- An event can be used to synchronize with a task, but it cannot directly carry any information.
- Topologically, events are sent point to point. That is, they explicitly identify the receiving task. A message, on the other hand, is sent to a message queue. In a multireceiver case, a message sender does not necessarily know which task will receive the message.
- One **ev\_receive** call can condition the caller to wait for multiple events. **q\_receive**, on the other hand, can only wait for one message from one queue.
- Messages are automatically buffered and queued. Events are neither counted nor queued. If an event is already pending when a

second, identical one is sent to the same task, the second event will have no effect.

### 2.9 Semaphores

The pSOS+ kernel provides a set of familiar semaphore operations. In general, they are most useful as resource tokens in implementing mutual exclusion. The related system calls are listed below:

<b>sm_create</b>	Create a semaphore.
<b>sm_ident</b>	Get the ID of a semaphore.
<b>sm_delete</b>	Delete a semaphore.
<b>sm_p</b>	Get / wait for a semaphore token.
<b>sm_v</b>	Return a semaphore token.

Like a message queue, a semaphore is an abstract object, created dynamically using the **sm\_create** system call. **sm\_create** accepts as input a user-assigned name, an initial count, and several characteristics, including whether tasks waiting for the semaphore will wait first-in-first-out, or by task priority. The initial count parameter should reflect the number of available “tokens” at the semaphore. **sm\_create** assigns a unique ID, the **SMid**, to each semaphore.

The number of semaphores in your system is limited by the **kc\_nsema4** specification in the pSOS+ Configuration Table.

A semaphore can be deleted using the **sm\_delete** system call. If one or more tasks are waiting there, they will be removed from the wait queue and returned to the ready state. When they run, each task will have returned from its respective **sm\_p** call with an error code (Semaphore Deleted).

#### 2.9.1 The Semaphore Control Block

Like a **Qid**, a semaphore’s **SMid** carries the location of the semaphore control block (SMCB), even in a multiprocessor configuration. This is an important notion, because using the **SMid** to reference a semaphore eliminates completely the need to search for its control structure.

An SMCB is allocated to a semaphore when it is created, and reclaimed for re-use when it is deleted. This structure contains the semaphore’s

name and ID, the token count, and wait-queueing method. It also contains the head and tail of a doubly linked task wait queue.

Memory considerations for SMCBs are given in the “Memory Usage” section of the *pSOSSystem Programmer’s Reference*.

### 2.9.2 Semaphore Operations

The pSOS+ kernel supports the traditional P and V semaphore primitives. The **sm\_p** call requests a token. If the semaphore token count is non-zero, then **sm\_p** decrements the count and the operation is successful. If the count is zero, then the caller can elect to wait, wait with timeout, or return unconditionally. If a task elects to wait, it will either be by first-in-first-out or by task priority order, depending on the specifications given when the semaphore was created.

The **sm\_v** call returns a semaphore token. If no tasks are waiting at the semaphore, then **sm\_v** increments the semaphore token count. If tasks are waiting, then the first task in the semaphore’s wait list is released from the list and made ready to run.

## 2.10 Asynchronous Signals

Each task can optionally have an Asynchronous Signal Service Routine (ASR). The ASR’s purpose is to allow a task to have two asynchronous parts — a main body and an ASR. In essence, just as one task can execute asynchronously from another task, an ASR provides a similar capability within a task.

Using signals, one task or ISR can selectively force another task out of its normal locus of execution — that is, from the task’s main body into its ASR. Signals provide a “software interrupt” mechanism. This asynchronous communications capability is invaluable to many system designs. Without it, workarounds must depend on synchronous services such as messages or events, which, even if possible, suffer a great loss in efficiency.

There are three related system calls:

<b>as_catch</b>	Establish a task’s ASR.
<b>as_send</b>	Send signals to a task.
<b>as_return</b>	Return from an ASR.

An asynchronous signal is a user-defined condition. Each task has 32 signals, encoded bit-wise in a long word. To receive signals, a task must establish an ASR using the **as\_catch** call. The **as\_send** call can be used to send one or more asynchronous signals to a task, thereby forcing the task, the next time it is dispatched, to first go to its ASR. At the end of an ASR, a call to **as\_return** allows the pSOS+ kernel to return the task to its original point of execution.

### 2.10.1 The ASR

A task can have only one active ASR, established using the **as\_catch** call. A task's ASR executes in the task's context — from the outside, it is not possible to discern whether a task is executing in its main code body or its ASR.

The **as\_catch** call supplies both the ASR's starting address and its initial mode of execution. This mode replaces the mode of the task's main code body (see section 2.4.3, "Task Mode Word") as long as the ASR is executing. It is used to control the ASR's execution behavior, including whether it is preemptible and whether or not further asynchronous signals are accepted.

Typically, ASRs execute with asynchronous signals disabled. Otherwise, the ASR must be programmed to handle re-entrancy.

The details of how an ASR gains control are processor-specific; this information can be found in the description of **as\_catch** in *pSOSystem System Calls*.

A task can disable and enable its ASR selectively by calling **t\_mode**. Any signals received while a task's ASR is disabled are left pending. When re-enabled, an ASR will receive control if there are any pending signals.

### 2.10.2 Asynchronous Signal Operations

The **as\_send** call makes the specified signals pending at the target task, without affecting its state or when it will run. If the target task is not the running task, its ASR takes over only when it is next dispatched to run. If the target is the running task, which is possible only if the signals are sent by the task itself or, more likely, by an ISR, then the running task's course changes immediately to the ASR.

### 2.10.3 Signals Versus Events

Despite their resemblance, asynchronous signals are fundamentally different from events, as follows:

- To synchronize to an event, a task must explicitly call **ev\_receive**. **ev\_send** by itself has no effect on the receiving task's state. By contrast, **as\_send** can unilaterally force the receiving task to execute its ASR.
- From the perspective of the receiving task, response to events is synchronous; it occurs only after a successful **ev\_receive** call. Response to signals is asynchronous; it can happen at any point in the task's execution. Note that, while this involuntary-response behavior is by design, it can be modified to some extent by using **t\_mode** to disable (i.e. postpone) asynchronous signal processing.

## 2.11 Time Management

Time management provides the following functions:

- Maintain calendar time and date.
- Timeout (optional) a task that is waiting for messages, semaphores, events or segments.
- Wake up or send an alarm to a task after a designated interval or at an appointed time.
- Track the running task's timeslice, and mechanize roundrobin scheduling.

These functions depend on periodic timer interrupts, and will not work in the absence of a real-time clock or timer hardware.

The explicit time management system calls are:

<b>tm_tick</b>	Inform the pSOS+ kernel of clock tick arrival.
<b>tm_set</b>	Set time and date.
<b>tm_get</b>	Get time and date.
<b>tm_wkafter</b>	Wakeup task after interval.
<b>tm_wkwhen</b>	Wakeup task at appointed time.
<b>tm_evafter</b>	Send events to task after interval.
<b>tm_evevery</b>	Send events to calling task at periodic intervals.

<b>tm_evwhen</b>	Send events to task at appointed time.
<b>tm_cancel</b>	Cancel an alarm timer.

### 2.11.1 The Time Unit

The system time unit is a clock tick, defined as the interval between **tm\_tick** system calls. This call is used to announce to the pSOS+ kernel the arrival of a clock tick — it is normally called from the real-time clock ISR on each timer interrupt. The frequency of **tm\_tick** determines the granularity of the system time-base. Obviously, the higher the frequency, the higher the time resolution for timeouts, etc. On the other hand, processing each clock tick takes a small amount of system overhead.

You can specify this clock tick frequency in the pSOS+ Configuration Table as **kc\_ticks2sec**. For example, if this value is specified as 100, the system time manager will interpret 100 **tm\_tick** system calls to be one second, real-time.

### 2.11.2 Time and Date

The pSOS+ kernel maintains true calendar time and date, including perpetual leap year compensation. Two pSOS+ system calls, **tm\_set** and **tm\_get**, allow you to set and obtain the date and time of day. Time resolution is accurate to system time ticks.

No elapsed tick counter is included, because this can be easily maintained by your own code. For example, your real-time clock ISR can, in addition to calling **tm\_tick** on each clock interrupt, increment a 32-bit global counter variable.

### 2.11.3 Timeouts

Implicitly, the pSOS+ kernel uses the time manager to provide a timeout facility to other system calls, e.g. **q\_receive**, **q\_vreceive**, **ev\_receive**, **sm\_p**, and **rn\_getseg**.

The pSOS+ kernel uses a proprietary timing structure and algorithm, which, in addition to being efficient, guarantees constant-time operations. Both task entry into and removal from the timeout state are performed in constant time — no search loops are required.

If a task is waiting, say for message (**q\_receive**), with timeout, and the message arrives in time, then the task is simply removed from the timing

structure, given the message, and made ready to run. If the message does not arrive before the time interval expires, then the task will be given an error code indicating timeout, and made ready to run.

Timeout is measured in ticks. If **kc\_ticks2sec** is 100, and an interval of 50 milliseconds is required, then a value of 5 should be specified. Timeout intervals are 32 bits wide, allowing a maximum of  $2^{32}$  ticks. A timeout value of  $n$  will expire on the  $n$ th forthcoming tick. Because the system call can happen anywhere between two ticks, this implies that the real-time interval will be between  $n-1$  and  $n$  ticks.

#### 2.11.4 Absolute Versus Relative Timing

There are two ways a task can specify timing — relative or absolute. Relative timing is specified as an interval, measured in ticks. Absolute timing is specified as an appointed calendar date and time. The system calls **tm\_wkafter** and **tm\_evafter** accept relative timing specifications. The system calls **tm\_wkwhen** and **tm\_evwhen** accept absolute time specifications.

Note that absolute timing is affected by any **tm\_set** calls that change the calendar date and time, whereas relative timings are not affected. In addition, use of absolute time specifications might require additional time manipulations.

#### 2.11.5 Wakeups Versus Alarms

There are two distinct ways a task can respond to timing. The first way is to go to sleep (i.e. block), and wake up at the desired time. This synchronous method is supported by the **tm\_wkafter** and **tm\_wkwhen** calls. The second way is to set an alarm timer, and then continue running. This asynchronous method is supported by **tm\_evafter** and **tm\_evwhen**. When the alarm timer goes off, the pSOS+ kernel will internally call **ev\_send** to send the designated events to the task. Of course, the task must call **ev\_receive** in order to test or wait for the scheduled event.

Alarm timers offer several interesting features. First, the calling task can execute while the timer is counting down. Second, a task can arm more than one alarm timer, each set to go off at different times, corresponding to multiple expected conditions. This multiple alarm capability is especially useful in implementing nested timers, a common requirement

in more sophisticated communications systems. Third, alarm timers can be canceled using the **tm\_cancel** call.

In essence, the wakeup mechanism is useful only in timing an entire task. The alarm mechanism can be used to time transactions within a task.

### 2.11.6 Timeslice

If the running task's mode word (see section 2.4.3, "Task Mode Word") has its roundrobin bit and preemptible bit on, then the pSOS+ kernel will countdown the task's assigned timeslice. If it is still running when its timeslice is down to zero, then roundrobin scheduling will take place. Details of the roundrobin scheduling can be found in section 2.3.5, "Roundrobin by Timeslicing."

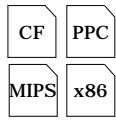
You can specify the amount of time that constitutes a full timeslice in the pSOS+ Configuration Table as **kc\_ticks2slice**. For instance, if that value is 10, and the **kc\_ticks2sec** is 100, then a full timeslice is equivalent to about one-tenth of a second. The countdown or consumption of a timeslice is somewhat heuristic in nature, and might not exactly reflect the actual elapsed time a task has been running.

## 2.12 Interrupt Service Routines

Interrupt service routines (ISRs) are critical to any real-time system. On one side, an ISR handles interrupts, and performs whatever minimum action is required, to reset a device, to read/write some data, etc. On the other side, an ISR might drive one or more tasks, and cause them to respond to, and process, the conditions related to the interrupt.

An ISR's operation should be kept as brief as possible, in order to minimize masking of other interrupts at the same or lower levels. Normally, it simply clears the interrupt condition and performs the necessary physical data transfer. Any additional handling of the data should be deferred to an associated task with the appropriate (software) priority. This task can synchronize its actions to the occurrence of a hardware interrupt, by using either a message queue, events flag, semaphores, or ASR.

### 2.12.1 Interrupt Entry



On Coldfire, PowerPC, MIPS, and x86 processors, interrupts should be directly vectored to the user-supplied ISRs. As early as possible, the ISR should call the **I\_ENTER** entry in the pSOS+ kernel. **I\_ENTER** sets an internal flag to indicate that an interrupt is being serviced and then returns to the ISR.

### 2.12.2 Synchronizing With Tasks

An ISR usually communicates with one or more tasks, either directly, or indirectly as part of its input/output transactions. The nature of this communication is usually to drive a task, forcing it to run and handle the interrupting condition. This is similar to the task-to-task type of communication or synchronization, with two important differences.

First, an ISR is usually a communication/synchronization source — it often needs to return a semaphore, or send a message or an event to a task. An ISR is rarely a communication sink — it cannot wait for a message or an event.

Second, a system call made from an ISR will always return immediately to the ISR, without going through the normal pSOS+ dispatch. For example, even if an ISR sends a message and wakes up a high priority task, the pSOS+ kernel must nevertheless return first to the ISR. This deferred dispatching is necessary, because the ISR must be allowed to complete.

The pSOS+ kernel allows an ISR to make any of the synchronization sourcing system calls, including **q\_send**, **q\_urgent** and **q\_broadcast** to post messages to message queues, **sm\_v** to return a semaphore, and **ev\_send** to send events to tasks.

A typical system implementation, for example, can use a message queue for this ISR-to-task communication. A task requests and waits for a message at the queue. An ISR sends a message to the queue, thereby unblocking the task and making it ready to run. The ISR then exits using the **I\_RETURN** entry into the pSOS+ kernel. Among other things, **I\_RETURN** causes the pSOS+ kernel to dispatch to run the highest priority task, which can be the interrupted running task, or the task just awakened by the ISR. The message, as usual, can be used to carry data or pointers to data, or for synchronization.

In some applications, an ISR might additionally have the need to dequeue messages from a message queue. For example, a message queue might be used to hold a chain of commands. Tasks needing service will send command messages to the queue. When an ISR finishes one command, it checks to see if the command chain is now empty. If not, then it will dequeue the next command in the chain and start it. To support this type of implementation, the pSOS+ kernel allows an ISR to make **q\_receive** system calls to obtain messages from a queue, and **sm\_p** calls to acquire a semaphore. Note, however, that these calls must use the “no-wait” option, so that the call will return whether or not a message or semaphore is available.

### 2.12.3 System Calls Allowed From an ISR

The restricted subset of pSOS+ system calls that can be issued from an ISR are as follows. Conditions necessary for the call to be issued from an ISR are in parentheses.

<b>as_send</b>	Send asynchronous signals to a task (local task).
<b>ev_send</b>	Send events to a task (local task).
<b>k_fatal</b>	Abort and enter fatal error handler.
<b>k_terminate</b>	Terminate a failed node (pSOS+m component only).
<b>pt_getbuf</b>	Get a buffer from a partition (local partition).
<b>pt_redbuf</b>	Return a buffer to a partition (local partition).
<b>q_broadcast</b>	Broadcast a message to an ordinary queue (local queue).
<b>q_receive</b>	Get a message from an ordinary message queue (no-wait and local queue).
<b>q_send</b>	Post a message to end of an ordinary message queue (local queue).
<b>q_urgent</b>	Post a message at head of an ordinary message queue (local queue).
<b>q_vbroadcast</b>	Broadcast a variable length message to queue (local queue).
<b>q_vreceive</b>	Get a message from a variable length message queue (no-wait and local queue).

<b>q_vsend</b>	Post a message to end of a variable length message queue (local queue).
<b>q_vurgent</b>	Post a message at head of a variable length message queue (local queue).
<b>sm_p</b>	Acquire a semaphore (no-wait and local semaphore).
<b>sm_v</b>	Return a semaphore (local semaphore).
<b>t_getreg</b>	Get a task's software register (local task).
<b>t_resume</b>	Resume a suspended task (local task).
<b>t_setreg</b>	Set a task's software register (local task).
<b>tm_get</b>	Get time and date.
<b>tm_set</b>	Set time and date.
<b>tm_tick</b>	Announce a clock tick to the pSOS+ kernel.

As noted earlier, because an ISR cannot block, a **q\_receive**, **q\_vreceive**, or **sm\_p** call from an ISR must use the no-wait, i.e. unconditional return, option. Also, because remote service calls block, the above services can only be called from an ISR if the referenced object is local.

All other pSOS+ system calls are either not meaningful in the context of an ISR, or can be functionally served by another system call. Making calls not listed above from an ISR will lead to dangerous race conditions, and unpredictable results.

## 2.13 Fatal Errors and the Shutdown Procedure

Most error conditions resulting from system calls, for example parametric and temporary resource exhaustion errors, are non-fatal. These are reported back to the caller. A few error conditions prevent continued operation. This class of errors, known as *fatal errors*, include startup configuration defects, internal resource exhaustion conditions, and various other non-recoverable conditions. In addition, your application software can, at any time, generate a fatal error by making the system call **k\_fatal**.

Every fatal error has an associated error code that defines the cause of the fatal error. The error code appendix of *pSOSSystem System Calls* lists all pSOSSystem error codes. Error codes equal to or greater than 0x20000000 are available for use by application code. In this case, the error code is provided as an input parameter to **k\_fatal** or **k\_terminate** (in multiprocessor systems).

When a fatal error occurs, whether generated internally by pSOSSystem or by a call to **k\_fatal** or **k\_terminate**, the pSOS+ kernel passes control to an internal *fatal error handler*. In single processor systems, the fatal error handler simply performs the *shutdown procedure* described below. In multiprocessor systems it has the additional responsibility of removing the node from the multiprocessor system.

The shutdown procedure is a procedure whereby the pSOS+ kernel attempts to halt execution in the most orderly manner possible. The pSOS+ kernel first examines the pSOS+ Configuration Table entry `kc_fatal`. If this entry is non-zero, the pSOS+ kernel jumps to this address. If `kc_fatal` is zero, and the pROBE+ System Debug/Analyzer is present, then the pSOS+ kernel passes control to the System Failure entry of the pROBE+ component. Refer to the *pROBE+ User's Manual* for a description of pROBE+ component behavior in this case. Finally, if the pROBE+ component is absent, the pSOS+ kernel internally executes an illegal instruction to cause a deliberate illegal instruction exception. The illegal instruction hopefully causes control to pass to a ROM monitor or other low-level debug tool. The illegal instruction executed is processor-specific; on most processors, it is a divide-by-zero instruction.

In all cases, the pSOS+ kernel makes certain information regarding the nature of the failure available to the entity receiving control. Refer to the error code appendix of *pSOSSystem System Calls* for a detailed description of this information.

### 2.14 Tasks Using Other Components

Integrated Systems offers many other system components that can be used in systems with the pSOS+ kernel. While these components are easy to install and use, they require special consideration with respect to their internal resources and multitasking.

During normal operation, components internally allocate and hold resources on behalf of calling tasks. Some resources are held only during execution of a service call. Others are held indefinitely and this depends on the state of the task. In the pHILE+ component, for example, control information is kept whenever files are open. The pSOS+ service calls **t\_restart** and **t\_delete** asynchronously alter the execution path of a task and present special problems relative to management of these resources.

The subsections that follow discuss deletion and restart-related issues in detail and present recommended methods for performing these operations.

#### 2.14.1 Deleting Tasks That Use Components

To avoid permanent loss of component resources, the pSOS+ kernel does not allow deletion of a task that is holding any such resource. Instead, **t\_delete** returns an error code, which indicates that the task to be deleted holds one or more resources.

The exact conditions under which components hold resources are complex. In general, any task that has made a component service call might be holding resources. But all components provide a facility for returning all of their task-related resources, via a single service call. We recommend that these calls be made prior to calling **t\_delete**.

pHILE+, pNA+ and pREPC+ components can hold resources that must be returned before a task can be deleted. These resources are returned by calling **close\_f(0)**, **close(0)** and **fclose(0)**, and **free(-1)** respectively. Because the pREPC+ component calls the pHILE+ component, and the pHILE+ component calls the pNA+ component (if NFS is in use), these services must be called in the correct order. Below is a sample code fragment that a task can use to delete itself:

```
fclose(0);           /* close pREPC+ files */
close_f(0);         /* return pHILE+ resources */
close(0);          /* return pNA+ resources */
free((void *) -1); /* return pREPC+ resources */
t_delete(0);        /* and commit suicide */
```

Obviously, calls to components not in use should be omitted.

Because only the task to be deleted can make the necessary close calls, the simplest way to delete a task is to restart the task, passing arguments to it that indicate that the task should delete itself. (Of

course, the task code must be written to check its arguments and behave accordingly.)

### 2.14.2 Restarting Tasks That Use Components

The pSOS+ kernel allows a task to be restarted regardless of its current state. Check the sections in this manual for each component to determine its behavior on task restart.

It is possible to restart a task while the task is executing code within the components themselves. Consider the following example:

1. Task A makes a pHILE+ call.
2. While executing pHILE+ code, task A is preempted by task B.
3. Task B then restarts task A.

In such situations, the pHILE+ component will correctly return resources as required. However, a file system volume might be left in an inconsistent state. For example, if **t\_restart** interrupts a **create\_f** operation, a file descriptor (FD) might have been allocated but not the directory entry. As a result, an FD could be permanently lost. But, the pHILE+ component is aware of this danger, and returns a warning, via the **t\_restart**. When such a warning code is received from the pHILE+ component, **verify\_vol** should be used to detect and correct any resulting volume inconsistencies.

All components are notified of task restarts, so expect such warnings from any of them.

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# 3 pSOS+m Multiprocessing Kernel

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The pSOS+m real-time multiprocessing operating system kernel is the multiprocessing version of the pSOS+ real-time multitasking operating system kernel. It extends many of the pSOS+ system calls to operate seamlessly across multiple processing *nodes*.

This chapter is designed to supplement the information provided in Chapter 2. It covers those areas in which the functionality of the pSOS+m kernel differs from that of the pSOS+ kernel.

## 3.1 System Overview

The pSOS+m kernel is designed so that tasks that make up an application can reside on several processor nodes and still exchange data, communicate, and synchronize exactly as if they are running on a single processor. To support this, the pSOS+m kernel allows system calls to operate across processor boundaries, system-wide. Processing nodes can be connected via any type of connection; for example, shared memory, message-based buses, or custom links, to name a few.

The pSOS+m kernel is designed for *functionally-divided* multiprocessing systems. This is the best model for most real-time applications, given the dedicated nature of such applications and their need for deterministic behavior. Each processor executes and manages a separate, often

distinct, set of functions. Typically, the decomposition and assignment of functions is done prior to runtime, and is thus permanent (as opposed to task reassignment or load balancing).

The latest version of the pSOS+m kernel incorporates facilities that support the following:

**Soft Fail** A processing node can suffer a hardware or software failure, and other nodes will continue running.

**Hot Swap** New nodes can be inserted or removed from a system without shutting down.

### 3.2 Software Architecture

The pSOS+m kernel implements a master - slave architecture. As shown in Figure 3-1, every pSOS+m system must have exactly one node, called the *master node*, which manages the system and coordinates the activities of all other nodes, called *slave nodes*. The master node must be present when the system is initialized and must remain in the system at all times. In addition to the master, a system may have anywhere between zero and 16382 slave nodes. Unlike the master node, slave nodes may join, exit, and rejoin the system at any time.

The pSOS+m kernel itself is entirely hardware independent. It makes no assumptions about the physical media connecting the processing nodes, or the topology of the connection. This interconnect medium can be a memory bus, a network, a custom link, or a combination of the above. To perform interprocessor communication, the pSOS+m kernel calls a user-provided communication layer called the *Kernel Interface* (KI). The interface between the pSOS+m kernel and the KI is standard and independent of the interconnect medium.

In addition to the KI and the standard pSOS+ Configuration Table, pSOS+m requires a user-supplied Multiprocessor Configuration Table (MPCT) that defines application-specific parameters.

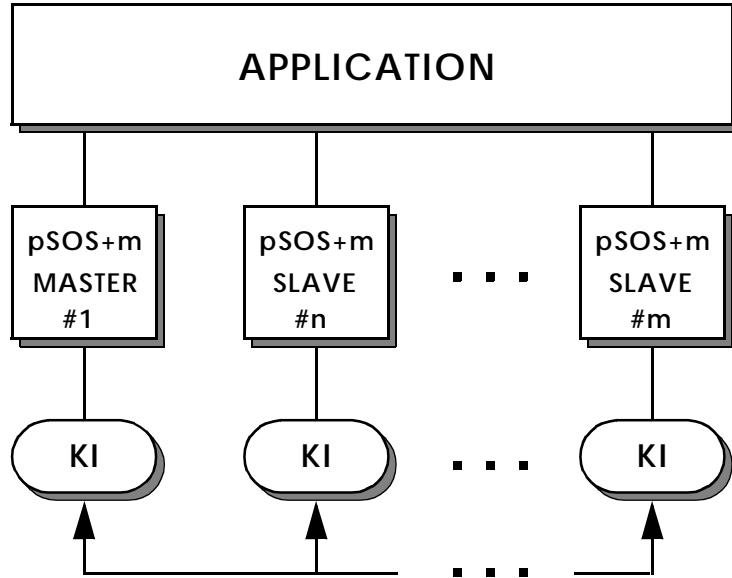


Figure 3-1. pSOS+m Layered Approach

### 3.3 Node Numbers

Every node is identified by a user-assigned node number. A node number must be unique; that is, no two nodes can have the same number. Node numbers must be greater than or equal to 1 and less than or equal to the maximum node number specified in the Multiprocessor Configuration Table entry **mc\_nnode**. Because node numbers must be unique, **mc\_nnode** also determines the maximum number of nodes that can be in the system; its value should be greater than 1 and less than or equal to 16383. However, a system may have less than **mc\_nnode** nodes if not all node numbers are in use.

Node number 1 designates the master node. All other nodes are slave nodes. One node in your system must be assigned node number 1.

### 3.4 Objects

pSOS+ is an object-oriented kernel. Object classes include tasks, memory regions, memory partitions, message queues, and semaphores. In a pSOS+m multiprocessor system, the notion of objects transcends node boundaries. Objects (e.g. a task or queue) can be reached or referenced from any node in the system exactly and as easily as if they are all running on a single CPU.

#### 3.4.1 Global Objects

On every object-creation system call, there is a flag parameter, **XX\_GLOBAL**, which can be used to declare that the object will be known globally to all other nodes in the system. **XX** is short for the actual object. For example, task, message queue, and semaphore objects can be declared as global by using **T\_GLOBAL**, **Q\_GLOBAL**, and **SM\_GLOBAL**, respectively. Memory partitions can also be declared as global, although this is useful only in a shared memory multiprocessor system where the partition is contained in an area addressable by multiple nodes. Memory region objects can only be local.

An object should be exported only if it will be referenced by a node other than its node of residence, because an exported (i.e. global) object requires management and storage not only on the resident node but also on the master node.

#### 3.4.2 Object ID

Each object, local or global, is known system-wide by two identities — a user-assigned 32-bit name and a unique pSOS-assigned 32-bit run-time ID. This ID, when used as input on system calls, is used by the pSOS+m kernel to locate the object's node of residence as well as its control structure on that node.

This notion of a system-wide object ID is a critical element that enables pSOS+m system calls to be effective system-wide; that is, transparently across nodes. The application program never needs to possess any explicit knowledge, a priori or acquired, regarding an object's node of residence.

#### 3.4.3 Global Object Tables

Every node running the pSOS+ kernel or the pSOS+m kernel has a Local Object Table that contains entries for local objects. In a multiprocessor system, every node also has a Global Object Table. A slave node's Global Object Table contains entries for objects that are resident on the slave node and exported for use by other nodes. The master node's global object table contains entries for every exported object in the system, *regardless of its node of residence*.

On a slave node, when an object is created with the **XX\_GLOBAL** option, the pSOS+m kernel enters its name and ID in the Global Object Table on the object's node of residence. In addition, the pSOS+m kernel passes the object's name and ID to the master node for entry in the master node's Global Object Table.

Thus, every global object located on a slave node has entries in two Global Object Tables — the one on its node of residence, and the one on the master node. On the master node, when an object is created with the **XX\_GLOBAL** option, the global object's name and ID are simply entered in the master node's Global Object Table.

Similar operations occur when a global object is deleted. When a global object is deleted, it is removed from the master node's Global Object Table and its own node's Global Object Table if the object resides on a slave node.

The maximum number of objects (of all types) that can be exported is specified by the Multiprocessor Configuration Table entry, **mc\_nlbobj**. During pSOS+m kernel initialization, this entry is used to pre-allocate storage space for the Global Object Table. Note that the master node's Global Object Table is always much larger than Global Object Tables on slave nodes.

Formulae for calculating the sizes and memory usage of Global Object Tables are provided in the “Memory Usage” section of the *pSOSystem Programmer’s Reference*.

#### 3.4.4 Ident Operations on Global Objects

The pSOS+m Object Ident system calls (e.g. **t\_ident** or **q\_ident**) perform run-time binding by converting an object's name into the object's ID. This may require searching the object tables on the local node and/or the Global Object Table on the master node. To search the master node's Global Object Table, slave nodes must post an **IDENT** request to the

master node. On receiving this request, the pSOS+m kernel on the master node searches its Global Object Table and replies to the slave node with the object's ID, or an indication that the object does not exist.

Because objects created and exported by different nodes may not have unique names, the result of this binding may depend on the order and manner in which the object tables are searched. The table search order may be modified using the **node** input parameter to the Object Ident system calls. In particular,

1. If **node** equals 0, the pSOS+m kernel first searches the Local Object Table and then the Global Object Table on the caller's node. If the object is not found, a request is posted to the master node, which searches its Global Object Table, beginning with objects exported by node number 1, then node 2, and so on.
2. If **node** equals the local node's node number, then the pSOS+m kernel searches the Global Object Table on the local node only.
3. If **node** is not equal to the local node number, a request is posted to the master node, which searches its Global Object Table for objects created and exported by the specified node.

Typically, object binding is a one-time only, non-time-critical operation executed as part of setting up the application or when adding a new object.

## 3.5 Remote Service Calls

When the pSOS+m kernel receives a system call whose target object ID indicates that the object does not reside on the node from which the call is made, the pSOS+m kernel will process the system call as a *remote service call* (RSC).

In general, an RSC involves two nodes. The source node is the node from which the system call is made. The destination node is the node on which the object of the system call resides. To complete an RSC, the pSOS+m kernels on both the source and destination nodes must carry out a sequence of well-coordinated actions and exchange a number of internode packets.

There are two types of RSC, synchronous and asynchronous. Each is described in the following sections.

### 3.5.1 Synchronous Remote Service Calls

A synchronous RSC occurs whenever any of the following pSOS+m service calls are directed to an object that does not reside on the local node:

<b>as_send()</b>	<b>ev_send()</b>
<b>q_broadcast()</b>	<b>q_vbroadcast()</b>
<b>q_receive()</b>	<b>q_vreceive()</b>
<b>q_send()</b>	<b>q_vsend()</b>
<b>q_urgent()</b>	<b>q_vurgent()</b>
<b>pt_getbuf()</b>	<b>pt_redbuf()</b>
<b>sm_p()</b>	<b>sm_v()</b>
<b>t_getreg()</b>	<b>t_setreg()</b>
<b>t_resume()</b>	<b>t_suspend()</b>
<b>t_setpri()</b>	

Consider what happens when a task calls **q\_send** to send a message to a queue on another node:

1. On the source node, the pSOS+m kernel receives the call, deciphers the QID, and determines that this requires an RSC;
2. The pSOS+m kernel calls the Kernel Interface (KI) to get a packet buffer, loads the buffer with the **q\_send** information, and calls the KI to send the packet to the destination node;
3. If the KI delivers the packet successfully, the pSOS+m kernel blocks the calling task, and then switches to run another task;
4. Meanwhile, on the destination node, its KI senses an incoming packet (typically from an ISR), and calls the pSOS+m Announce-Packet entry;
5. When the KI's ISR exits, pSOS+m calls the KI to receive the packet, deciphers its contents, and generates an internal **q\_send** call to deliver the message to the resident target queue;
6. If the **q\_send** call is successful, then the pSOS+m kernel uses the packet buffer it received in Step 5 to build a reply packet, and calls KI to send the packet to the source node;

7. If the KI delivers the reply packet successfully, the pSOS+m kernel simply executes a normal dispatch to return to the user's application;
8. Back on the source node, its KI senses an incoming packet (typically from an ISR), and calls the pSOS+m Announce-Packet entry;
9. When the KI ISR exits, the pSOS+m kernel calls the KI to receive the packet, deciphers its contents, recognizes that it is a normal conclusion of an RSC, returns the packet buffer, unblocks the calling task, and executes a normal dispatch to return to the application.

This example shows a completely normal operation. If there is any error or abnormal condition at any level, the results may vary from a system shutdown to an error code being returned to the caller.

Certain pSOS+m system calls are not supported as RSCs. Most of these are excluded because they can never be RSCs — for instance, calls that can only be self-directed at the calling task (for example, **t\_mode**, **ev\_receive**, and **tm\_wkafter**). **tm\_set** and **tm\_get** are not supported because they affect resources, in this case time, that are otherwise strictly local resources.

Some calls are excluded because their implementation as RSCs would have meant compromises in other important respects. At present, object creation and deletion calls are not supported, for performance and robustness reasons. Notice that every system call that may be useful for communication, synchronization, and state control is included.

Furthermore, note that RSCs are supported only if they are called from tasks. Calls from ISRs are illegal because the overhead associated with internode communication makes it unacceptable for use from an ISR.

In summary, in the event of an RSC, the pSOS+m kernel on the source and destination nodes use their respective KI to exchange packets which, in a manner completely transparent to the user's application, “bridge the gap” between the two nodes.

### 3.5.2 Asynchronous Remote Service Calls

When a task makes a synchronous remote service call, the task is blocked until a reply is received from the destination node. This allows errors and return values to be returned to the calling task and is essential to transparent operation across nodes. However, some service calls such as **q\_send()** return only an error code and if the caller knows an error is not possible, then waiting for a reply needlessly delays execution of the calling task and consumes CPU resources with the processing of two context switches, as the task blocks and then unblocks.

For faster operation in these cases, the pSOS+m kernel offers asynchronous versions for the following pSOS+ system calls:

<u>pSOS+ Synchronous Service</u>	<u>pSOS+m Asynchronous Call</u>
<b>q_send()</b>	<b>q_asend()</b>
<b>q_urgent()</b>	<b>q_aurgent()</b>
<b>q_vsend()</b>	<b>q_avsend()</b>
<b>q_vurgent()</b>	<b>q_avurgent()</b>
<b>sm_v()</b>	<b>sm_av()</b>
<b>ev_send()</b>	<b>ev_asend()</b>

Asynchronous calls operate like their synchronous counterparts, except that the calling task does not wait for a reply and the destination node does not generate one.

An asynchronous RSC should be used only when an error is not expected. If an error occurs, however, the pSOS+m kernel on the destination node will send a packet to the source node describing the error. Because the state of the calling task is unknown (e.g. it may have been deleted), the source pSOS+m kernel does not attempt to directly notify the calling task. Instead, it checks for a user-provided callout routine by examining the Multiprocessor Configuration Table entry **mc\_asyncerr**. If provided, this routine is called.

The **mc\_asyncerr** callout routine is passed two parameters. The first parameter is the function code of the asynchronous service that generated the error, and the second parameter is the task ID of the task that made the erroneous call. What **mc\_asyncerr** does is up to the user. However, a normal sequence of events is to perform further error

analysis and then shut down the node with a **k\_fatal0** call. Other alternatives are to delete or restart the calling task, send an ASR or event to the calling task, or ignore the error altogether.

If an **mc\_asyncerr** routine is not provided (**mc\_asyncerr = 0**), pSOS+m generates an internal fatal error.

Note that an asynchronous service may operate on a local object. In this case, the call is performed synchronously because all relevant data structures are readily available. Nonetheless, should an error occur, it is handled as if the object were remote. Thus, **mc\_asyncerr** is invoked and no error indication is returned to the caller. This provides consistent behavior regardless of the location of the referenced object.

Asynchronous calls are only supported in the pSOS+m kernel. If called when using the pSOS+ kernel (the single processor version), an error is returned.

### 3.5.3 Agents

Certain RSCs require waiting at an object on a remote node. For example, **q\_receive** and **sm\_p** may require the calling task to wait for a message or semaphore, respectively. If the message queue or semaphore is local, then the pSOS+m kernel simply enqueues the calling task's TCB to wait at the object. What if the object is not local?

Suppose the example in section 3.5.1 involves a **q\_receive**, not a **q\_send**, call. The transaction sequence is identical, up to when the destination node's pSOS+m kernel deciphers the received packet, and recognizes the **q\_receive**. The pSOS+m kernel uses a pseudo-object, called an *Agent*, to generate the **q\_receive** call to the target queue. If the queue is empty, then the Agent's Control Block, which resembles a mini-TCB, will be queued at the message wait queue. The destination node then executes a normal dispatch and returns to the application.

Later, when a message is posted to the target queue, the Agent is dequeued from the message wait queue. The pSOS+m kernel uses the original RSC packet buffer to hold a reply packet containing among other things the received message; it then calls the KI to send the reply packet back to the source node. The Agent is released to the free Agent pool, and all remaining transactions are again identical to that for **q\_send**.

In summary, Agents are used to wait for messages or semaphores on behalf of the task that made the RSC. They are needed because the

calling tasks are not resident on the destination node, and thus not available to perform any waiting function.

The Multiprocessor Configuration Table entry, **mc\_nagent**, specifies the number of Agents that the pSOS+m kernel will allocate for that node. Because one Agent is used for every RSC that requires waiting on the destination node, this parameter must be large enough to support the expected worst case number of such RSCs.

### 3.5.4 RSC Overhead

In comparison to a system call whose target object is resident on the node from which the call is made, an RSC requires several hidden transactions between the pSOS+m kernel and the KI both on the source and destination nodes, not to mention the packet transit times. The exact measure of this overhead depends largely on the connection medium between the source and destination nodes.

If the medium is a memory bus, the KI operations will be quite fast, as is the packet transit time. On the other hand, if the medium is a network, especially one that uses a substantial protocol, the packet transit times may take milliseconds or more.

## 3.6 System Startup and Coherency

The master node must be the first node started in a pSOS+m multiprocessor system. After the master node is up and running, other nodes may then join. A slave node should not attempt to join until the master node is operational and it is the user's responsibility to ensure that this is the case. In a system in which several nodes are physically started at the same time (for example, when power is applied to a VME card cage) this is easily accomplished by inserting a small delay in the startup code on the slave nodes. Alternately, the **ki\_init** service can delay returning to the pSOS+m kernel until it detects that the master node is properly initialized and operational.

Slave nodes may join the system any time after the master node is operational. Joining requires no overt action by application code running on the slave node. The pSOS+m kernel automatically posts a join request to the master node during its initialization process. On the master node, the pSOS+m kernel first performs various coherency checks to see if the node should be allowed to join (see below) and if so, grants admission to

the new node. Finally, it notifies other nodes in the system that the new node has joined.

For a multiprocessor pSOS+m system to operate correctly, the system must be coherent. That is, certain Multiprocessor Configuration Table parameters must have the same value on every node in the system. In addition, the pSOS+m kernel versions on each node must be compatible. There are four important coherency checks that are performed whenever a slave node joins:

1. The pSOS+m kernel version on each slave node must be compatible with the master node.
2. The maximum number of nodes in the system as specified in the Multiprocessor Configuration Table entry **mc\_nnode** must match the value specified on the master node.
3. The maximum number of global objects on the node as specified by the Multiprocessor Configuration Table entry **mc\_nobj** must match the value specified on the master node.
4. The maximum packet size that can be transmitted by the KI as specified by the Multiprocessor Configuration Table entry **mc\_kimaxbuf** must match the value specified on the master node.

All of the above conditions are checked by the master node when a slave node attempts to join. If any condition is not met, the slave node will not be allowed to join. The slave node then aborts with a fatal error.

Joining nodes must observe one important timing limitation. In networks with widely varying transmission times between nodes, it is possible for a node to join the system, obtain the ID of an object on a remote node and post an RSC to that object, all before the object's node of residence has been notified that the new node has joined. When this occurs, the destination node simply ignores the RSC. This may cause the calling task to hang or, if the call was asynchronous, to proceed believing the call was successful.

To prevent such a condition, a newly joining node must not post an RSC to a remote node until a sufficient amount of time has elapsed to ensure the remote node has received notification of the new node's existence.

In systems with similar transmission times between all master and slave nodes, no special precautions are required, because all slaves would be

informed of the new node well before the new node could successfully **IDENT** the remote object and post an RSC.

In systems with dissimilar transmission times, an adequate delay should be introduced in the **ROOT** task. The delay should be roughly equal to the worst case transmission time from the master to a slave node.

## 3.7 Node Failures

As mentioned before, the master node must never fail. In contrast, slave nodes may exit a system at any time. Although a node may exit for any reason, it is usually a result of a hardware or software failure. Therefore, this manual refers to a node that stops running for any reason as a *failed node*.

The failure of a node may have an immediate and substantial impact on the operation of remaining nodes. For example, nodes may have RSCs pending on the failed node, or there may be agents waiting on behalf of the failed node. As such, when a node fails, all other nodes in the system must be notified promptly, so corrective action can be taken.

The following paragraphs explain what happens when a node fails or leaves a system. In general, the master node is responsible for coordinating the graceful removal of a failed node. There are three ways that a master may learn of a node failure:

1. The pSOS+m kernel on the failing node internally detects a fatal error condition, which causes control to pass to its fatal error handler. The fatal error handler notifies the master and then shuts itself down (as described in Chapter 2, “pSOS+ Real-Time Kernel”).
2. An application calls **k\_fatal0** (without the **K\_GLOBAL** attribute). On a slave node, control is again passed to the pSOS+m internal fatal error handler, which notifies the master node and then shuts itself down by calling the user-supplied fatal error handler. See section 2.13.
3. An application on any node (not necessarily the failing node) calls **k\_terminate0**, which notifies the master.

Upon notification of a node failure, the master does the following:

1. First, if notification did not come from the failed node, the master sends a shutdown packet to the failed node. If the failed node receives it (that is, it has not completely failed yet), it performs the shutdown procedure as described in Chapter 2, “pSOS+ Real-Time Kernel.”
2. Second, it sends a failure notification packet to all remaining slave nodes.
3. Lastly, it removes all global objects created by the failed node from its global object table.

The pSOS+m kernel on all nodes, including the master, perform the next 4 steps after receiving notification of a node failure:

1. The pSOS+m kernel calls the Kernel Interface (KI) service **ki\_roster** to notify the KI that a node has left the system.
2. The pSOS+m kernel calls the user-provided routine pointed to by the Multiprocessor Configuration Table entry **mc\_roster** to notify the application that a node has left the system.
3. All agents waiting on behalf of the failed node are recovered.
4. All tasks waiting for RSC reply packets from the failed node are awakened and given error **ERR\_NDKLD**, indicating that the node failed while the call was in progress.

After all of the above steps are completed, unless notified by your **mc\_roster** routine, it is possible that your application code may still use object IDs for objects that were on the failed node. If this happens, the pSOS+m kernel returns the error **ERR\_STALEID**.

### 3.8 Slave Node Restart

A node that has failed may subsequently restart and rejoin the system. The pSOS+m kernel treats a rejoining node exactly like a newly joining node, that is, as described in section 3.6. In fact, internally, the pSOS+m kernel does not distinguish between the two cases. However, a rejoining node introduces some special considerations that are discussed in the following subsections.

### 3.8.1 Stale Objects and Node Sequence Numbers

Recall from section 3.7 that when a node exits, the system IDs for objects on the node may still be held by task level code. Such IDs are called *stale IDs*. So long as the failed node does not rejoin, detection of stale IDs is trivial because the node is known not to be in the system. However, should the failed node rejoin, then, in the absence of other protection mechanisms, a stale ID could again become valid. This might lead to improper program execution.

To guard against use of stale IDs after a failed node has rejoined, every node is assigned a *sequence number*. The master node is responsible for assigning and maintaining sequence numbers. A newly joining node is assigned sequence number = 1 and the sequence number is incremented thereafter each time the node rejoins. All object IDs contain both the node number and sequence number of the object's node of residence. Therefore, a stale ID is easily detected by comparing the sequence number in the ID to the current sequence number for the node.

Object IDs are 32-bit unsigned integers. Because only 32 bits are available in a node number, the number of bits used to encode the sequence number depends on the maximum number of nodes in the system as specified in the Multiprocessor Configuration Table entry **mc\_nnode**. If **mc\_nnode** is less than 256, then 8 bits are used to encode the sequence number and the maximum sequence number is 255. If **mc\_nnode** is greater than or equal to 256, then the number of bits used to encode the sequence number is given by the formula

$$16 - \text{ceil}(\log_2(\text{mc\_nnode} + 1))$$

For example, in a system with 800 nodes, 6 bits would be available for the sequence number and the maximum sequence number would therefore be 63. In the largest possible system (recall **mc\_nnode** may not exceed 16383), there would be 2 bits available to encode the sequence number.

Once a node's sequence number reaches the maximum allowable value, the next time the node attempts to rejoin, the action taken by the pSOS+m kernel depends on the value of the Multiprocessor Configuration Table entry **mc\_flags** on the *rejoining slave node*. If the **SEQWRAP** bit is not set, then the node will not be allowed to rejoin. However, if **SEQWRAP** is set, then the sequence number will wrap around to one. Because this could theoretically allow a stale ID to be reused, this option should be used with caution.

### 3.8.2 Rejoin Latency Requirements

When a node fails, considerable activity occurs on every node in the system to ensure that the node is gracefully removed from the system. If the node should rejoin too soon after failing, certain inter-nodal activities by the new instantiation of the node may be mistakenly rejected as relics of the old instantiation of the node.

To avoid such errors, a failed node must not rejoin until all remaining nodes have been notified of the failure and have completed the steps described in section 3.7. In addition, there must be no packets remaining in transit in the KI, either to or from the failed node, or reporting failure of the node, or awaiting processing at any node. This is usually accomplished by inserting a small delay in the node's initialization code. For most systems communicating through shared memory, a delay of 1 second should be more than adequate.

## 3.9 Global Shutdown

A global shutdown is a process whereby all nodes stop operating at the same time. It can be caused for two reasons:

1. A fatal error occurred on the master node.
2. A **k\_fatal0** call was made with the **K\_GLOBAL** attribute set. In this case, the node where the call was made notifies the master node.

In either case, the master node then sends every slave node a shutdown packet. All nodes then perform the normal pSOS+m kernel shutdown procedure.

## 3.10 The Node Roster

On every node, the pSOS+m kernel internally maintains an up-to-date node roster at all times, which indicates which nodes are presently in the system. The roster is a bit map encoded in 32-bit (long word) entries. Thus, the first long word contains bits corresponding to nodes 1 - 32, the second nodes 33 - 64, etc. Within a long word, the rightmost (least significant) bit corresponds to the lowest numbered node.

The map is composed of the minimum number of long words needed to encode a system with **mc\_nnode**, as specified in the Multiprocessor Configuration Table. Therefore, some bits in the last long word may be unused.

Application code and/or the KI may also need to know which nodes are in the system. Therefore, the pSOS+m kernel makes its node roster available to both at system startup and keeps each informed of any subsequent roster changes. The application is provided roster information via the user-provided routine pointed to by the Multiprocessor Configuration Table entry **mc\_roster**. The KI is provided roster information via the KI service **ki\_roster**. For more information on KI service calls or the Multiprocessor Configuration Table, see the “Configuration Tables” section of the *pSOSystem Programmer’s Reference*.

## 3.11 Dual-Ported Memory Considerations

Dual-ported memory is commonly used in memory-bus based multiprocessor systems. However, it poses several unique problems to the software: any data structure in dual-ported memory has two addresses, one for each port. Consider the problem when one processor node passes the address of a data structure to a second node. If the data structure is in dual-ported memory, the address may have to be translated before it can be used by the target node, depending on whether or not the target node accesses this memory through the same port as the sender node.

To overcome this confusion over the duality of address and minimize its impact on user application code, the pSOS+m kernel includes facilities that perform address conversions. But first, a few terminology definitions.

### 3.11.1 P-Port and S-Port

A zone is a piece of contiguously addressable memory, which can be single or dual ported. The two ports of a dual-ported zone are named the *p-port* and the *s-port*. The (private) p-port is distinguishable in that it is typically reserved for one processor node only. The (system) s-port is normally open to one or more processor nodes.

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In a typical pSOS+m configuration, the multiple nodes are tied via a system bus, e.g. VME or Multibus. In this case, each dual-ported zone's s-port would be interfaced to the system bus, and each p-port would be connected to one processor node via a private bus that is usually, but not necessarily, on the same circuit board.

If a node is connected to the p-port of a dual-ported zone, then three entries in its pSOS+m Multiprocessor Configuration Table must be used to describe the zone. **mc\_dprext** and **mc\_dprint** specify the starting address of the zone, as seen from the s-port and the p-port, respectively. **mc\_dprlen** specifies the size of the zone, in bytes. In effect, these entries define a special window on the node's address space. The pSOS+m kernel uses these windows to perform transparent address conversions for the user's application.

If a node is not connected to any dual-ported zone, or accesses dual-ported zones only through their s-ports, then the three configuration table entries should be set to 0. Notice that the number of zones a processor node can be connected to via the p-port is limited to one.

**NOTE:** A structure (user or pSOS+m) must begin and end in a dual port zone. It must not straddle a boundary between single and dual ported memory.

### 3.11.2 Internal and External Address

When a node is connected to a dual-ported zone, any structure it references in that zone, whether it is created by the user's application code or by the pSOS+ kernel (e.g. a partition buffer), is defined to have two addresses:

1. The internal address is defined as the address used by the node to access the structure. Depending on the node, this may be the p-port or the s-port address for the zone.
2. The external address is always the s-port address.

### 3.11.3 Usage Within pSOS+m Services

Any address in a dual ported zone used as input to the pSOS+m kernel or entered in a Configuration Table must be an internal address (to the local node). Similarly, when a pSOS+m system call outputs an address that is in a dual ported zone, it will always be an internal address to the node from which the call is made.

Consider in particular a partition created in a dual ported zone and exported to enable shared usage by two or more nodes. A **pt\_getbuf** call to this partition automatically returns the internal address of the allocated buffer. In other words, the pSOS+m kernel always returns the address that the calling program can use to access the buffer. If the calling node is tied to the zone's p-port, then the returned internal address will be the p-port address. If the calling node is tied to the s-port, then the returned internal address will be the s-port address.

### 3.11.4 Usage Outside pSOS+

Often, operations in dual-ported zones fall outside the context of the pSOS+ kernel. For example, the address of a partition buffer or a user structure may be passed from one node to another within the user's application code. If this address is in a dual ported zone, then the two system calls, **m\_int2ext** and **m\_ext2int**, may need to be used to perform a necessary address conversion.

Observe the following rule:

When an address within a dual-port zone must be passed from one node to another, then pass the external address.

The procedure is quite simple. Because the sending node always knows the internal address, it can call **m\_int2ext** to first convert it to the external address. On the receiving node, **m\_ext2int** can be used to convert and obtain the internal address for that node.



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# 4 Network Programming

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## 4.1 Overview of Networking Facilities

pSOSystem real-time operating system provides an extensive set of networking facilities for addressing a wide range of interoperability and distributed computing requirements. These facilities include

**TCP/IP Support** - pSOSystem's TCP/IP networking capabilities are constructed around the pNA+ software component. pNA+ includes TCP, UDP, IP, ICMP, IGMP, and ARP accessed through the industry standard socket programming interface. pNA+ offers services to application developers as well as to other pSOSystem networking options such as RPC, NFS, FTP, and so forth.

pNA+ fully supports level 2 IP multicast as specified in RFC 1112, including an implementation of IGMP.

pNA+ supports unnumbered point-to-point links as specified in the IP router requirements in RFC 1716.

In addition, pNA+ supports the Management Information Base for Network Management of TCP/IP-based Internets (MIB-II) standard. pNA+ also works in conjunction with pSOSystem cross development tools to provide a network-based download and debug environment for single- or multi-processor target systems.

## **Chapter 4. Network Programming**

**SNMP** — Simple Network Management Protocol, is a standard used for managing TCP/IP networks and network devices. Because of its flexibility and availability, SNMP has become the most viable way to manage large, heterogeneous networks containing commercial or custom devices.

**FTP, Telnet, TFTP** — pSOSSystem environment includes support for the well known internet protocols File Transfer Protocol (FTP) and Telnet (client and server side), and Trivial File Transfer Protocol (TFTP). FTP client allows you to transfer files to and from remote systems. FTP server allows remote users to read and write files from and to pHILE+ managed devices. Telnet client enables you to login to remote systems, while Telnet server offers login capabilities to the pSOSSystem shell, pSH, from remote systems. TFTP is used in pSOSSystem Boot ROMs and is normally used to boot an application from a network device.

**RPCs** — pSOSSystem fully supports Sun Microsystems' Remote Procedure Call (RPC) and eXternal Data Representation (XDR) specifications via the pRPC+ software component. The pRPC+ component allows you to construct distributed applications using the familiar C procedure call paradigm. With the pRPC+ component, pSOS+ tasks and UNIX processes can invoke procedures for execution on other pSOSSystem or UNIX machines.

**NFS** — pSOSSystem environment offers both Network File System (NFS) client and NFS server support. NFS server allows remote systems to access files stored on pHILE+ managed devices. NFS client facilities are part of the pHILE+ component and allow your application to transparently access files stored on remote storage devices.

**STREAMS** — is an extremely flexible facility for developing system communication services. It can be used to implement services ranging from complete networking protocol suites to individual device drivers. Many modern networking protocols, including Windows NT and UNIX System V Release 4.2 networking services, are implemented in a STREAMS environment. pSOSSystem offers a complete System V Release 4.2 compatible STREAMS environment called OpEN (Open Protocol Embedded Networking).

The following documents published by Prentice Hall provide more detailed information on UNIX System V Release 4.2:

- *Operating System API Reference* (ISBN# 0-13-017658-3)
- *STREAMS Modules and Drivers* (ISBN# 0-13-066879-6)
- *Network Programming Interfaces* (ISBN# 0-13-017641-9)
- *Device Driver Reference* (ISBN# 0-13-042631-8)

This chapter describes the pNA+ and pRPC+ network components. The FTP, Telnet, pSH, TFTP, and NFS server facilities are documented in the “System Services” section of the *pSOSystem Programmer’s Reference*. NFS client services are described along with the pHILE+ component in Chapter 5, “pHILE+ File System Manager.”

Detailed information on SNMP is available in the *SNMP User’s Manual*, and STREAMS is documented in the *OPEN User’s Guide*, which describes the pSOSystem OPEN (Open Protocol Embedded Networking) product.

## 4.2 pNA+ Software Architecture

pNA+ is organized into four layers. Figure 4-1 illustrates the architecture and how the protocols fit into it.

The *socket layer* provides the application programming interface. This layer provides services, callable as re-entrant procedures, which your application uses to access internet protocols; it conforms to industry standard UNIX 4.3 BSD socket syntax and semantics. In addition, this layer contains enhancements specifically for embedded real-time applications.

The *transport layer* supports the two Internet Transport protocols, Transmission Control Protocol (TCP) and User Datagram Protocol (UDP). These protocols provide network independent transport services. They are built on top of the Internet Protocol (IP).

TCP provides reliable, full-duplex, task-to-task data stream connections. It is based on the internet layer, but adds reliability, flow control, multiplexing, and connections to the capabilities provided by the lower layers.

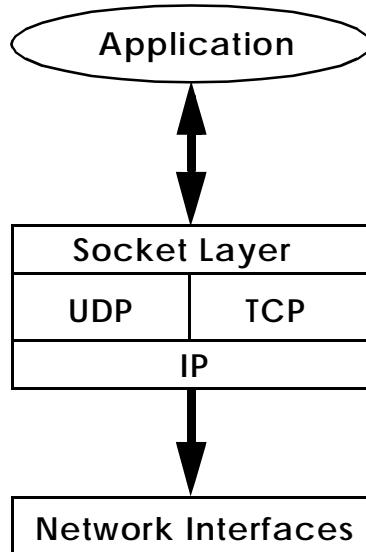


Figure 4-1. pNA+ Architecture

UDP provides a datagram mode of packet-switched communication. It allows users to send messages with a minimum of protocol overhead. However, ordered, reliable delivery of data is not guaranteed.

The IP layer is used for transmitting blocks of data called datagrams. This layer provides packet routing, fragmentation and reassembly of long datagrams through a network or internet. Multicast IP support is implemented in the IP layer.

The Network Interface (NI) layer isolates the IP layer from the physical characteristics of the underlying network medium. It is hardware dependent and is responsible for transporting packets within a single network. Because it is hardware dependent, the network interface is not part of pNA+ proper. Rather, it is provided by the user, or by ISI as a separate piece of software.

In addition to the protocols described, pNA+ supports the Address Resolution Protocol (ARP), the Internet Control Message Protocol (ICMP), and the Internet Group Management Protocol (IGMP).

ICMP is used for error reporting and for other network-management tasks. It is layered above IP for input and output operations, but it is

logically a part of IP, and is usually not accessed by users. See Section 4.16, “Internet Control Message Protocol (ICMP).”

IGMP is used by IP nodes to report their host group memberships to any immediately-neighboring multicast routers. IGMP is layered above IP for input and output operations, but it is an integral part of IP. It is required to be implemented by hosts conforming to level 2 of the IP multicasting specification in RFC 1112. See Section 4.17, “Internet Group Management Protocol (IGMP).”

ARP is used to map internet addresses to physical network addresses; it is described in Section 4.12.2, “Address Resolution Protocol (ARP).”

## 4.3 The Internet Model

pNA+ operates in an internet environment. An *internet* is an interconnected set of networks. Each constituent network supports communication among a number of attached devices or *nodes*. In addition, networks are connected by nodes that are called *gateways*. Gateways provide a communication path so that data can be exchanged between nodes on different networks.

Nodes communicate by exchanging *packets*. Every packet in transit through an internet has a *destination internet address*, which identifies the packet’s final destination. The source and destination nodes can be on the same network (i.e. *connected*), or they can be on different networks (i.e. *indirectly connected*). If they are on different networks, the packet must pass through one or more gateways.

### 4.3.1 Internet Addresses

Each node in an internet has at least one unique *internet (IP) address*. An internet address is a 32-bit number that begins with a network number, followed by a node number. There are three formats or classes of internet addresses. The different classes are distinguished by their high-order bits. The three classes are defined as A, B and C, with high-order bits of 0, 10, and 110. They use 8, 16, and 24 bits, respectively, for the network part of the address. Each class has fewer bits for the node part of the address and thus supports fewer nodes than the higher classes.

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IP multicast groups are identified by Class D IP addresses, i.e. those with four high-order bits 1110. The group addresses range from 224.0.0.0 to 239.255.255.255. Class E IP addresses, i.e. those with 1111 as their high-order four bits, are reserved for future addressing needs.

Externally, an internet address is represented as a string of four 8-bit values separated by dots. Internally, an internet address is represented as a 32-bit value. For example, the internet address 90.0.0.1 is internally represented as 0x5a000001. This address identifies node 1 on network 90. Network 90 is a class A network.

In the networking literature, nodes are sometimes called *hosts*. However, in real-time systems, the term host is normally used to refer to a development system or workstation (as opposed to a target system). Therefore, we choose to use the term *node* rather than host.

Note that a node can have more than one internet address. A gateway node, for example, is attached to at least two physical networks and therefore has at least two internet addresses. Each internet address corresponds to one node-network connection.

### 4.3.2 Subnets

As mentioned above, an internet address consists of a network part and a host part. To provide additional flexibility in the area of network addressing, the notion of *subnet addressing* has become popular, and is supported by the pNA+ component.

Conceptually, subnet addressing allows you to divide a single network into multiple sub-networks. Instead of dividing a 32-bit internet address into a network part and host part, subnetting divides an address into a network part and a *local* part. The local part is then sub-divided into a sub-net part and a host part. The sub-division of the host part of the internet address is transparent to nodes on other networks.

Sub-net addressing is implemented by extending the network portion of an internet address to include some of the bits that are normally considered part of the host part. The specification as to which bits are to be interpreted as the network address is called the *network mask*. The network mask is a 32-bit value with ones in all bit positions that are to be interpreted as the network portion.

For example, consider a pNA+ node with an address equal to 128.9.01.01. This address defines a Class B network with a network

address equal to 128.9. If the network is assigned a network mask equal to 0xffffffff00, then, from the perspective of the pNA+ component, the node resides on network 128.9.01.

A network mask can be defined for each Network Interface (NI) installed in your system.

Routes that are added to the pNA+ IP forwarding table can include IP subnet masks. A default value of the mask is computed internally based on the address class if the subnet mask is not explicitly specified.

### 4.3.3 Broadcast Addresses

The pNA+ component provides an optional broadcast capability, if the underlying network supports it. An internet address with a node number (*i.e.* host part) consisting of either all ones or all zeros is designated a *broadcast address*. A broadcast address is used to refer to all of the nodes on a given network.

For example, you can broadcast a packet to all of the nodes on the Class B network 128.1 by sending a packet to address 128.1.255.255. Similarly the broadcast address of a node with IP address 128.1.200.1 and netmask of 0xffffffff00 is 128.1.200.255.

### 4.3.4 A Sample Internet

4.3.4 depicts an internet consisting of two networks.

Note that because node B is on both networks, it has two internet addresses and serves as a gateway between networks 90 and 100. For example, if node A wants to send a packet to node D, it sends the packet to node B, which in turn sends it to node D.

## 4.4 The Socket Layer

The socket layer is the programmer's interface to the pNA+ component. It is based on the notion of sockets and designed to be syntactically and semantically compatible with UNIX 4.3 BSD networking services. This section is intended to provide a brief overview of sockets and how they are used.

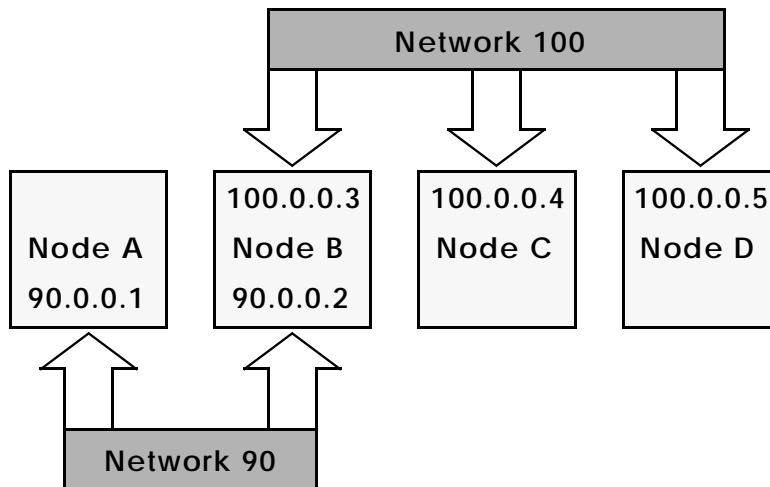


Figure 4-2. A Sample Internet

### 4.4.1 Basics

A **socket** is an endpoint of communication. It is the basic building block for communication. Tasks communicate by sending and receiving data through sockets.

Sockets are typed according to the characteristics of the communication they support. The pNA+ component provides three types of sockets supporting three different types of service:

- **Stream** sockets use the Transmission Control Protocol (TCP) and provide a connection-based communication service. Before data is transmitted between stream sockets, a connection is established between them.
- **Datagram** sockets use the User Datagram Protocol (UDP) and provide a connectionless communication service. Datagram sockets allow tasks to exchange data with a minimum of protocol overhead. However, reliable delivery of data is not guaranteed.

- Raw sockets provide user level access to the IP, ICMP (see section 4.16), and IGMP (see section 4.17) layers. This enables you to implement transport protocols (other than TCP/UDP) over the IP layer. They provide connectionless and datagram communication service.

### 4.4.2 Socket Creation

Sockets are created via the **socket()** system call. The type of the socket (stream, datagram, or raw) is given as an input parameter to the call. A *socket descriptor* is returned, which is then used by the creator to access the socket. An example of **socket()** used to create a stream socket is as follows:

```
s = socket (AF_INET, SOCK_STREAM, 0);
```

The returned socket descriptor can only be used by the socket's creator. However, the **shr\_socket()** system call can be used to allow other tasks to reference the socket:

```
ns = shr_socket (s, tid);
```

The parameter **s** is a socket descriptor used by the calling task to reference an existing socket [**s** is normally a socket descriptor returned by **socket()**]. The parameter **tid** is the task ID of another task that wants to access the same socket. **shr\_socket()** returns a new socket descriptor **ns**, which can be used by **tid** to reference the socket. This system call is useful when designing UNIX-style server programs.

### 4.4.3 Socket Addresses

Sockets are created without *addresses*. Until an address is assigned or *bound* to a socket, it cannot be used to receive data. A socket address consists of a user-defined 16-bit port number and a 32-bit internet address. The socket address functions as a name that is used by other entities, such as tasks residing on other nodes within the internet, to reference the socket.

The **bind()** system call is used to bind a socket address to a socket. **bind()** takes as input a socket descriptor and a socket address and creates an association between the socket and the address specified. An example using **bind()** is as follows:

```
bind (s, addr, addrlen);
```

### 4.4.4 Connection Establishment

When two tasks wish to communicate, the first step is for each task to create a socket. The next step depends on the type of sockets that were created. Most often stream sockets are used; in which case, a connection must be established between them.

Connection establishment is usually asymmetric, with one task acting as a *client* and the other task a *server*. The server binds an address (i.e. a 32-bit internet address and a 16-bit port number) to its socket (as described above) and then uses the **listen()** system call to set up the socket, so that it can accept connection requests from clients. The **listen()** call takes as input a socket descriptor and a **backlog** parameter. **backlog** specifies a limit to the number of connection requests that can be queued for acceptance at the socket.

A client task can now initiate a connection to the server task by issuing the **connect()** system call. **connect()** takes a socket address and a socket descriptor as input. The socket address is the address of the socket at which the server is listening. The socket descriptor identifies a socket that constitutes the client's endpoint for the client-server connection. If the client's socket is unbound at the time of the **connect()** call, an address is automatically selected and bound to it.

In order to complete the connection, the server must issue the **accept()** system call, specifying the descriptor of the socket that was specified in the prior **listen()** call. The **accept()** call does not connect the initial socket, however. Instead, it creates a new socket with the same properties as the initial one. This new socket is connected to the client's socket, and its descriptor is returned to the server. The initial socket is thereby left free for other clients that might want to use **connect()** to request a connection with the server.

If a connection request is pending at the socket when the **accept()** call is issued, a connection is established. If the socket does not have any pending connections, the server task blocks, unless the socket has been

marked as non-blocking (see section 4.4.9), until such time as a client initiates a connection by issuing a **connect()** call directed at the socket.

Although not usually necessary, either the client or the server can optionally use the **getpeername()** call to obtain the address of the peer socket, that is, the socket on the other end of the connection.

The following illustrates the steps described above.

<u>SERVER</u>	<u>CLIENT</u>
<code>socket(domain, type, protocol);</code>	<code>socket(domain, type, protocol);</code>
<code>bind(s, addr, addrlen);</code>	
<code>listen(s, backlog);</code>	<code>connect(s, addr, addrlen);</code>
<code>accept(s, addr, addrlen);</code>	

#### 4.4.5 Data Transfer

After a connection is established, data can be transferred. The **send()** and **recv()** system calls are designed specifically for use with sockets that have already been connected. The syntax is as follows:

```
send(s, buf, buflen, flags);
recv(s, buf, buflen, flags);
```

A task sends data through the connection by calling the **send()** system call. **send()** accepts as input a socket descriptor, the address and length of a buffer containing the data to transmit, and a set of flags. A flag can be set to mark the data as “out-of-band,” that is, high-priority, so that it can receive special handling at the far end of the connection. Another flag can be set to disable the routing function for the data; that is, the data will be dropped if it is not destined for a node that is directly connected to the sending node.

The socket specified by the parameter **s** is known as the *local* socket, while the socket at the other end of the connection is called the *foreign* socket.

When **send()** is called, the pNA+ component copies the data from the buffer specified by the caller into a send buffer associated with the socket and attempts to transmit the data to the foreign socket. If there are no send buffers available at the local socket to hold the data, **send()** blocks, unless the socket has been marked as non-blocking. The size of a socket’s send buffers can be adjusted with the **setsockopt()** system call.

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A task uses the **recv()** call to receive data. **recv()** accepts as input a socket descriptor specifying the communication endpoint, the address and length of a buffer to receive the data, and a set of flags. A flag can be set to indicate that the **recv()** is for data that has been marked by the sender as out-of-band only. A second flag allows **recv()** to “peek” at the message; that is, the data is returned to the caller, but not consumed.

If the requested data is not available at the socket, and the socket has not been marked as non-blocking, **recv()** causes the caller to block until the data is received. On return from the **recv()** call, the server task will find the data copied into the specified buffer.

### 4.4.6 Connectionless Sockets

While connection-based communication is the most widely used paradigm, connectionless communication is also supported via datagram or raw sockets. When using datagram sockets, there is no requirement for connection establishment. Instead, the destination address (i.e the address of the foreign socket) is given at the time of each data transfer.

To send data, the **sendto()** system call is used:

```
sendto(s, buf, buflen, flags, to, tolen);
```

The **s**, **buf**, **buflen**, and **flags** parameters are the same as those in **send()**. The **to** and **tolen** values are used to indicate the address of the foreign socket that will receive the data.

The **recvfrom()** system call is used to receive data:

```
recvfrom(s, buf, buflen, flags, to, tolen);
```

The address of the data's sender is returned to the caller via the **to** parameter.

### 4.4.7 Discarding Sockets

Once a socket is no longer needed, its socket descriptor can be discarded by using the **close()** system call. If this is the last socket descriptor associated with the socket, then **close()** de-allocates the socket control block (see section 4.4.11) and, unless the LINGER option is set (see section 4.4.8), discards any queued data. As a special case, **close(0)**

closes all socket descriptors that have been allocated to the calling task. This is particularly useful when a task is to be deleted.

### 4.4.8    Socket Options

The **setsockopt()** system call allows a socket's creator to associate a number of options with the socket. These options modify the behavior of the socket in a number of ways, such as whether messages sent to this socket should be routed to networks that are not directly connected to this node (the **DONTROUTE** option); whether sockets should be deleted immediately if their queues still contain data (the **LINGER** option); whether packet broadcasting is permitted via this socket (the **BROADCAST** option), and so forth. Multicasting-related options may also be set through this call. A detailed description of these options and their effects is given in the **setsockopt()** call description, in *pSOSSystem System Calls*.

Options associated with a socket can be checked via the **getsockopt()** system call.

### 4.4.9    Non-Blocking Sockets

Many socket operations cannot be completed immediately. For instance, a task might attempt to read data that is not yet available at a socket. In the normal case, this would cause the calling task to block until the data became available. A socket can be marked as non-blocking through use of the **ioctl()** system call. If a socket has been marked as non-blocking, an operation request that cannot be completed without blocking does not execute and an error is returned to the caller.

The **select()** system call can be used to check the status of a socket, so that a system call will not be made that would cause the caller to block.

### 4.4.10    Out-of-Band Data

Stream sockets support the notion of out-of-band data. Out-of-band data is a logically independent transmission channel associated with each pair of connected sockets. The user has the choice of receiving out-of-band data either in sequence with the normal data or independently of the normal sequence. It is also possible to “peek” at out-of-band data.

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A logical mark is placed in the data stream to indicate the point at which out-of-band data was sent.

If multiple sockets might have out-of-band data awaiting delivery, for exceptional conditions **select0** can be used to determine those sockets with such data pending.

To send out-of-band data, the **MSG\_OOB** flag should be set with the **send0** and **sendto0** system calls. To receive out-of-band data, the **MSG\_OOB** flag is used when calling **recv0** and **recvfrom0**. The **SIOCATMARK** option in the **ioctl0** system call can be used to determine if out-of-band data is currently ready to be read.

### 4.4.11 Socket Data Structures

The pNA+ component uses two data structures to manage sockets: *socket control blocks* and *open socket tables*.

A socket control block (SCB) is a system data structure used by the pNA+ component to maintain state information about a socket. During initialization, the pNA+ component creates a fixed number of SCBs. An SCB is allocated for a socket when it is created via the **socket0** call.

Every task has an open socket table associated with it. This table is used to store the addresses of the socket control blocks for the sockets that can be referenced by the task. A socket descriptor is actually an index into an open socket table. Because each task has its own open socket table, you can see that one socket might be referenced by more than one socket descriptor. New socket descriptors for a given socket can be obtained with the **shr\_socket0** system call (see section 4.4.2).

## 4.5 The pNA+ Daemon Task

When pNA+ system calls are made, there are three possible outcomes:

1. The pNA+ component executes the requested service and returns to the caller.
2. The system call cannot be completed immediately, but it does not require the caller to wait. In this case, the pNA+ component schedules the necessary operations and returns control to the caller. For example, the **send0** system call copies data from the

user's buffer to an internal buffer. The data might not actually be transmitted until later, but control returns to the calling task, which continues to run.

3. The system call cannot be completed immediately and the caller must wait. For example the user might attempt to read data that is not yet available. In this case, the pNA+ component blocks the calling task. The blocked task is eventually rescheduled by subsequent asynchronous activity.

As the above indicates, the internet protocols are not always synchronous. That is, not all pNA+ activities are initiated directly by a call from an application task. Rather, certain "generic" processing activities are triggered in response to external events such as incoming packets and timer expirations. To handle asynchronous operations, the pNA+ component creates a daemon task called **PNAD**.

**PNAD** is created during pNA+ initialization. It is created with a priority of 255 to assure its prompt execution. The priority of **PNAD** can be lowered with the pSOS+ **t\_setpri** call. However, its priority must be higher than the priority of any task calling the pNA+ component.

**PNAD** is normally blocked, waiting for one of two events, encoded in bits 30 and 31. When **PNAD** receives either of these two events, it is unblocked and preempts the running task.

The first event (bit 31) is sent to **PNAD** by the pNA+ component upon receipt of a packet when the pNA+ **ANNOUNCE\_PACKET** entry is called, either by an ISR or **ni\_poll**. Based on the content of the packet, **PNAD** takes different actions, such as waking up a blocked task, sending a reply packet, or, if this is a gateway node, forwarding a packet. The last action should be particularly noted; that is, if a node is a gateway, **PNAD** is responsible for forwarding packets. If the execution of **PNAD** is inhibited or delayed, packet routing will also be inhibited or delayed.

The second event (bit 30) is sent every 100 milliseconds as a result of a pSOS+ **tm\_eveevery** system call. When **PNAD** wakes up every 100ms, it performs time-specific processing for TCP that relies heavily on time-related retries and timeouts. After performing its time-related processing, **PNAD** calls **ni\_poll** for each Network Interface that has its **POLL** flag set.

## 4.6 The User Signal Handler

The pNA+ component defines a set of signals, which correspond to unusual conditions that might arise during normal execution. The user can provide an optional signal handler, which is called by the pNA+ component when one of these “unusual” or unpredictable conditions occurs. For example, if urgent data is received, or if a connection is broken, the pNA+ component calls the user-provided signal handler.

The address of the user-provided signal handler is provided in the pNA+ Configuration Table entry **NC\_SIGNAL**. When called by the pNA+ component, the handler receives as input the signal type (i.e. the reason the handler is being called), the socket descriptor of the affected socket, and the TID of the task that “owns” the affected socket. When a socket is first created, it has no owner; it must be assigned one using the **ioctl0** system call.

It is up to the user to decide how to handle the signal. For example, the handler can call the pSOS+ **as\_send** system call to modify the execution path of the owner. A user signal handler is not required. The user can choose to ignore signals generated by the pNA+ component by setting **NC\_SIGNAL** equal to zero. In addition, if the socket has no “owner,” the signals are dropped. The signals are provided to the user so that the application can respond to these unpredictable conditions, if it chooses to do so.

The following is a list of the signals that can be generated by the pNA+ component:

<b>SIGIO</b>	0x40000000	I/O activity on the socket
<b>SIGPIPE</b>	0x20000000	Connection has been disconnected
<b>SIGURG</b>	0x10000000	Urgent data has been received
<b>SIGINTF</b>	0x08000000	Change in interface status occurred. The socket descriptor is replaced by the interface number and the TID is set to 0

The description of **NC\_SIGNAL** in the “Configuration Tables” section of the *pSOSSystem Programmer’s Reference* describes the calling conventions used by pNA+ when calling the user-provided signal handler.

## 4.7 Error Handling

The pNA+ component uses the UNIX BSD 4.3 socket level error reporting mechanisms. When UNIX detects an error condition, it stores an error code into the internal variable **errno** and returns -1 to the caller. To get the error code, the calling task reads **errno** prior to making another system call. **errno** is defined in **psos.h**.

## 4.8 Packet Routing

The pNA+ component includes complete routing facilities. This means that, in addition to providing end-to-end communication between two network nodes, a pNA+ node forwards packets in an internet environment. When the pNA+ component receives a packet addressed to some other node, it attempts to forward the packet toward its destination.

The pNA+ component forwards packets based on *routes* that define the connectivity between nodes. A route provides reachability information by defining a mapping between a destination address and a next hop within a physically attached network.

Routes can be classified as either *direct* or *indirect*. A *direct route* defines a path to a directly connected node. Packets destined for that node are sent directly to the final destination node. An *indirect route* defines a path to an indirectly connected node (see section 4.3). Packets addressed to an indirectly connected node are routed through an intermediate gateway node.

Routes can be classified further as either *host* or *network*. A *host route* specifies a path to a particular destination node, based on the complete destination node's IP address. A *network route* specifies a path to a destination node, based only on the network portion of the destination node's IP address. That is, a network route specifies a path to an entire destination network, rather than to a particular node in the network.

Direct routes provide a mapping between a destination address and a Network Interface (NI). They are added during NI initialization. When an NI is added into the system (see section 4.11.6), pNA+ adds a direct route for that NI. If the network is a point-to-point network, a pNA+ node is connected to a single node (see section 4.11.5), and the route is a host route. Otherwise, it is a network route.

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Indirect routes provide a mapping between a destination address and a gateway address. Unlike direct routes, indirect routes are not created automatically by the pNA+ component. Indirect routes are created explicitly, either by entries in the pNA+ Configuration Table, or by using the pNA+ system call **ioctl0**.

The pNA+ component supports one final routing mechanism, a *default gateway*, which can be specified in the pNA+ configuration table. The default gateway specifies the address to which all packets are forwarded when no other route for the packet can be found. In fact, in most pNA+ installations, a default route is the only routing information ever needed.

In summary, the pNA+ component uses the following algorithm to determine a packet route:

1. The pNA+ component first looks for a host route using the destination node's complete IP address. If one exists and is a direct route, the packet is sent directly to the destination node. If it is an indirect route, the packet is forwarded to the gateway specified in the route.
2. If a host route does not exist, the pNA+ component looks for a network route using the network portion of the destination node's IP address. If one exists and is a direct route, the packet is sent directly to the destination node. If it is an indirect route, the packet is forwarded to the gateway specified in the route.
3. If a network route does not exist, the pNA+ component forwards the packet to the default gateway, if one has been provided.
4. Otherwise, the packet is dropped.

Routes can be configured into the pNA+ component during initialization. The configuration table entry **NC\_IROUTE** contains a pointer to an Initial Routing Table (see the “Configuration Tables” section of the *pSOSystem Programmer’s Reference*). They can also be added or altered dynamically, using the pNA+ system call **ioctl0**. For simplicity, most systems use a default gateway node. A default gateway is specified by the configuration table entry **NC\_DEFGN**.

The following code segment illustrates how to add, delete, or modify routing entries stored in the pNA+ internal routing table.

```
{
#define satosin(sa) ((struct sockaddr_in *)(sa))

int s, rc;
struct rtentry rte;

bzero((char *)&rte, sizeof(rte));

/* create any type of socket */
s = socket(AF_INET, SOCK_DGRAM, 0);

/*
 * add a host route to 192.0.0.1 through
 * gateway 128.0.0.1
 */
satosin(&rte.rt_dst)->sin_family = AF_INET;
satosin(&rte.rt_dst)->sin_addr.s_addr = htonl(0xc0000001);
satosin(&rte.rt_gateway)->sin_family = AF_INET;
satosin(&rte.rt_gateway)->sin_addr.s_addr = htonl(0x80000001);
rte.rt_flags = RTF_HOST | RTF_GATEWAY;
rc = ioctl(s, SIOCADDRT, (char *)&rte);

/*
 * add a route to the network 192.0.0.0
 * through gateway 128.0.0.1. pNA+ uses
 * the class C network mask 255.255.255.0
 * associated with the network 192.0.0.0
 */
satosin(&rte.rt_dst)->sin_family = AF_INET;
satosin(&rte.rt_dst)->sin_addr.s_addr = htonl(0xc0000001);
satosin(&rte.rt_gateway)->sin_family = AF_INET;
satosin(&rte.rt_gateway)->sin_addr.s_addr = htonl(0x80000001);
rte.rt_flags = RTF_GATEWAY;
rc = ioctl(s, SIOCADDRT, (char *)&rte);

/*
 * add a route to the sub-network 128.10.10.0
 * through gateway 23.0.0.1. The sub-network
 * mask is 255.255.255.0.
 */
}
```

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```
satosin(&rte.rt_dst)->sin_family = AF_INET;
satosin(&rte.rt_dst)->sin_addr.s_addr = htonl(0x800a0a00);
satosin(&rte.rt_gateway)->sin_family = AF_INET;
satosin(&rte.rt_gateway)->sin_addr.s_addr = htonl(0x17000001);
rte.rt_netmask = htonl(0xffffffff00);
rte.rt_flags = RTF_GATEWAY | RTF_MASK;
rc = ioctl(s, SIOCADDRT, (char *)&rte);

/*
 * modify the above route to go through
 * a different gateway 23.0.0.2.
 */
satosin(&rte.rt_dst)->sin_family = AF_INET;
satosin(&rte.rt_dst)->sin_addr.s_addr = htonl(0x800a0a00);
satosin(&rte.rt_gateway)->sin_family = AF_INET;
satosin(&rte.rt_gateway)->sin_addr.s_addr = htonl(0x17000002);
rte.rt_netmask = htonl(0xffffffff00);
rte.rt_flags = RTF_GATEWAY | RTF_MASK;
rc = ioctl(s, SIOCMODRT, (char *)&rte);

/*
 * delete the route modified above
 */
satosin(&rte.rt_dst)->sin_family = AF_INET;
satosin(&rte.rt_dst)->sin_addr.s_addr = htonl(0x800a0a00);
satosin(&rte.rt_gateway)->sin_family = AF_INET;
satosin(&rte.rt_gateway)->sin_addr.s_addr = htonl(0x17000002);
rte.rt_netmask = htonl(0xffffffff00);
rte.rt_flags = RTF_GATEWAY | RTF_MASK;
rc = ioctl(s, SIOCDELRT, (char *)&rte);

/* close the socket */
close(s);
}
```

### 4.9 IP Multicast

pNA+ provides level 2 IP multicast capability as defined by RFC 1112. This implies support for sending and receiving IP multicast packets and an implementation of the Internet Group Membership Protocol (IGMP).

The NI driver must, of course, support multicast. The driver must be configured with the **IFF\_MULTICAST** flag set.

IP Multicast support allows a host to declare interest to participate in a host group. The host group is defined as a set of 0 or more hosts that are identified by a multicast IP address. A host may join and leave groups at its will. A host does not need to be a member of a group to send datagrams to the group. But it needs to join a group to receive datagrams addressed to the group. The reliability of sending multicast IP packets is equal to that of sending unicast IP packets. No guarantees of packet delivery are made.

Multicast IP addresses are in the class D range i.e those that fall in the range 224.0.0.0 to 239.255.255.255. There exists a list of well known groups identified in the internet. For example, the group address 224.0.0.1 is used to address all IP hosts on a directly connected network.

The NI driver must support multicast. For each interface capable of multicast, pNA+ adds the **ALL\_HOSTS** multicast group 224.0.0.1. It is possible that the group may not be added because not enough memberships have been configured by the user. This is not an error.

pNA+ supports IP multicast only through the RAW IP socket interface. The **setsockopt** system call should be used to add/delete memberships and set multicasting options for a particular socket.

Example code below shows how multicasting can be done:

```
/* a multicast interface IP address 128.0.0.1 */
#define MY_IP_ADDR 0x80000001

{
    int s;
    char loop;
    struct ip_mreq ipmreq;
    struct rtentry rt;
    struct sockaddr_in sin;
    char Buffer[1000];

#define satosin(sa) ((struct sockaddr_in *)(sa))

/* open a RAW IP socket */
s = socket(AF_INET, SOCK_RAW, 100);
```

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```
/* Add a default Multicast Route for Transmission */
satoshin(&rt.rt_dst)->sin_family = AF_INET;
satoshin(&rt.rt_dst)->sin_addr.s_addr = htonl(0xe0000000);
satoshin(&rt.rt_gateway)->sin_family = AF_INET;
satoshin(&rt.rt_gateway)->sin_addr.s_addr = htonl(MY_IP_ADDR);
rt.rt_netmask = htonl(0xff000000);
rt.rt_flags = RTF_MASK;
ioctl(s, SIOCADDRT, (char *)&rt));

/*
 * Add a group membership on the default interface defined above
 */
ipmreq.imr_mcastaddr.s_addr = htonl(0xe0000040);
ipmreq.imr_interface.s_addr = htonl(INADDR_ANY);
setsockopt(s, IPPROTO_IP, IP_ADD_MEMBERSHIP, (char *)&ipmreq,
            sizeof(struct ip_mreq)));

/* Disable loopback of multicast packets */
loop = 0;
setsockopt(s, IPPROTO_IP, IP_MULTICAST_LOOP, (char *)&loop,
            sizeof(char));
/* Send a multicast packet */
sin.sin_addr.s_addr = htonl(0xe00000f0);
sin.sin_family = AF_INET;
sendto(s, Buffer, 1000, 0, &sin, sizeof(sin));

/* Receive a multicast packet */
recv(s, Buffer, 1000, 0);

/*
 * Drop a group membership on the default interface defined
 * above
 */
ipmreq.imr_mcastaddr.s_addr = htonl(0xe0000040);
ipmreq.imr_interface.s_addr = htonl(INADDR_ANY);
setsockopt(s, IPPROTO_IP, IP_DROP_MEMBERSHIP, (char *)&ipmreq,
            sizeof(struct ip_mreq)));
}
```

## 4.10 Unnumbered Serial Links

pNA+ supports unnumbered serial links as specified in RFC 1716. Assigning a unique IP address to each serial line connected to a host or router can cause an inefficient use of the scarce IP address space. The unnumbered serial line concept has been proposed to solve this problem. An unnumbered serial line does not have a unique IP address. All unnumbered serial lines connected to a host or router share one IP address. This single IP address is termed in pNA+ as the Network Node ID. This is equivalent to the RFC's term of Router-ID.

If unnumbered links are to be used, then the pNA+ Network Node ID must be set either at configuration time or by the `ioctl()` system call. For PPP and SLIP this implies that the source IP address is fixed to be the Network Node ID. pNA+ will then internally assign the IP address of the serial line to be the Network Node ID. All IP packets transmitted over this serial line will contain the Network Node ID as the source address of the packet.

An NI is configured as an unnumbered link if the **IFF\_UNNUMBERED** flag is set in **ifr\_flags**.

## 4.11 Network Interfaces

The pNA+ component accesses a network by calling a user-provided layer of software called the Network Interface (NI). The interface between the pNA+ component and the NI is standard and independent of the network's physical media or topology; it isolates the pNA+ component from the network's physical characteristics.

The NI is essentially a device driver that provides access to a transmission medium. (The terms *network interface*, *NI*, and *network driver* are all used interchangeably in this manual.) A detailed description of the interface between the pNA+ component and the NI is given in the "Interfaces and Drivers" section of the *pSOSystem Programmer's Reference*.

There must be one NI for each network connected to a pNA+ node. In the simplest case, a node is connected to just one network and will have just one NI. However, a node can be connected to several networks simultaneously and therefore have several network interfaces. Each NI is assigned a unique IP address.

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Each network connection (NI) has a number of attributes associated with it. They are as follows:

- The address of the NI entry point
- The IP address
- The maximum transmission unit
- The length of its hardware address
- Control flags
- The network mask
- Destination IP address (point-to-point links)

The pNA+ component stores these attributes for all of the network interfaces installed in your system in the NI Table, discussed in Section 4.11.6, “The NI Table.” NI attributes can be modified using **ioctl0**. The first two attributes are self-explanatory. Maximum transmission units, hardware addresses, control flags, network subnet mask, and destination IP address are discussed in the following subsections.

### 4.11.1 Maximum Transmission Units (MTU)

Most networks are limited in the number of bytes that can be physically transmitted in a single transaction. Each NI therefore has an associated *maximum transmission unit* (MTU), which is the maximum packet size that can be sent or received. If the size of a packet exceeds the network's MTU, the IP layer fragments the packet for transmission. Similarly, the IP layer on the receiving node reassembles the fragments into the original packet.

The minimum MTU allowed by the pNA+ component is 64 bytes. There is no maximum limit. A larger MTU leads to less fragmentation of packets, but usually increases the internal memory requirements of the NI. Generally, an MTU between 512 bytes and 2K bytes is reasonable. For example, the MTU for Ethernet is 1500.

#### 4.11.2 Hardware Addresses

In addition to its internet address, every NI has a *hardware address*. The internet address is used by the IP layer, while the hardware address is used by the network driver when physically transferring packets on the network. The process by which internet addresses are mapped to hardware addresses is called address resolution and is discussed in section 4.12.

Unlike an internet address, which is four bytes long, the length of a hardware address varies depending on the type of network. For example, an Ethernet address is 6 bytes while a shared memory address is usually 4 bytes. The pNA+ component can support hardware addresses up to 14 bytes in length. The length of a NI's hardware address must be specified.

#### 4.11.3 Control Flags

Each NI has a set of flags that define optional capabilities, as follows:

<b>ARP</b>	This is used to enable or disable address resolution (see section 4.12).
<b>BROADCAST</b>	This is used to tell the pNA+ component if the NI supports broadcasting. If you attempt to broadcast a packet on a network with this flag disabled, the pNA+ component returns an error.
<b>EXTLOOPBACK</b>	If this is disabled, the pNA+ component “loops back” packets addressed to itself. That is, if you send a packet to yourself, the pNA+ component does not call the NI, but the packet is processed as if it were received externally. If this flag is enabled, the pNA+ component calls the NI.
<b>MULTICAST</b>	If this is set, the NI is capable of doing multicast (see Section 4.9, “IP Multicast”).
<b>POLL</b>	If this is set, the <b>ni_poll</b> service is called by the pSOS+ daemon task <b>PNAD</b> . This flag is normally used in conjunction with pROBE+ and SpOTLIGHT debuggers.
<b>POINTTOPOINT</b>	If this is set, the NI is a point-to-point interface.

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<b>RAWMEM</b>	If this is set, the pNA+ component passes packets in the form of <i>mblk</i> (message block) linked lists (see Section 4.13, “Memory Management”). Similarly, the driver announces packets by passing a pointer to the message block.
<b>UNNUMBERED</b>	If this is set, the NI is an unnumbered point-to-point link. pNA+ assigns the network node ID as the IP address of the link (see Section 4.10, “Unnumbered Serial Links”).
<b>UP</b>	If this is set, the initial mode of the NI is up.

Note that if the **ARP** flag is enabled, the **BROADCAST** flag must also be set (see section 4.12).

### 4.11.4 Network Subnet Mask

A network can have a network mask associated with it to support subnet addressing. The network mask is a 32-bit value with ones in all bit positions that are to be interpreted as the network portion. See section 4.3.2 for a discussion on subnet addressing.

### 4.11.5 Destination Address

In point-to-point networks, two hosts are joined on opposite ends of a network interface. The destination address of the companion host is specified in the pNA+ NI Table entry **DSTIPADDR** for point-to-point networks.

### 4.11.6 The NI Table

The pNA+ component stores the parameters described above for each NI in the *NI Table*. The size of the NI Table is determined by the pNA+ Configuration Table entry **NC\_NNI**, which defines the maximum number of networks that can be connected to the pNA+ component.

Entries can be added to the NI Table in one of two ways:

1. The pNA+ Configuration Table entry **NC\_INI** contains a pointer to an Initial NI Table. The contents of the Initial NI Table are copied to the actual NI Table during pNA+ initialization.
2. The pNA+ system call **add\_ni()** can be used to add an entry to the NI Table dynamically, after the pNA+ component has been initialized.

The following code segment illustrates some NI related **ioctl()** operations.

```
{
#define satosin(sa)      ((struct sockaddr_in *)(sa))
#define MAX_BUF 1024

int s, rc;
struct ifconf ifc;
struct ifreq ifr;
char buffer[MAX_BUF];

/* create any type of socket */
s = socket(AF_INET, SOCK_DGRAM, 0);

/* get the interface configuration list */
ifc.ifc_len = MAX_BUF;
ifc.ifc_buf = buffer;
rc = ioctl(s, SIOCGIFCONF, (char *)&ifc);

/*
 * change the IP address of the pNA+ interface 1
 * to 192.0.0.1
 */
ifr.ifr_ifno = 1;
satosin(&ifr.ifr_addr)->sin_family = AF_INET;
satosin(&ifr.ifr_addr)->sin_addr.s_addr = htonl(0xc0000001);
rc = ioctl(s, SIOCSIFADDR, (char *)&ifr);

/*
 * change the destination IP address of a point-point
 * interface (pNA+ interface 2) such as a PPP line to
 * 192.0.0.1
 */
ifr.ifr_ifno = 2;
satosin(&ifr.ifr_addr)->sin_family = AF_INET;
satosin(&ifr.ifr_dstaddr)->sin_addr.s_addr = htonl(0xc0000001);
rc = ioctl(s, SIOCSIFDSTADDR, (char *)&ifr);
```

```
/*
 * change the status of the interface number 1 to down.
 * this must be done in 2 steps, get the current interface
 * flags, turn the UP flag off and set the interface flags.
 */
ifr.ifr_ifno = 1;
rc = ioctl(s, SIOCGIFFLAGS, (char *)&ifr);
ifr.ifr_ifno = 1;
ifr.ifr_flags &= ~IFF_UP;
rc = ioctl(s, SIOCSIFFLAGS, (char *)&ifr);

/* close the socket */
close(s);
}
```

### 4.12 Address Resolution and ARP

Every NI has two addresses associated with it — an internet address and a hardware address. The IP layer uses the internet address, while the network driver uses the hardware address. The process by which an internet address is mapped to a hardware address is called *address resolution*.

In many systems, address resolution is performed by the network driver. The address resolution process, however, can be difficult to implement. Therefore, to simplify the design of network drivers, the pNA+ component provides the capability of resolving addresses internally. To provide maximum flexibility, this feature can be optionally turned on or off, so that, if necessary, address resolution can still be handled at the driver level.

The pNA+ component goes through the following steps when performing address resolution:

1. The pNA+ component examines the NI flags (see section 4.11.3) to determine if it should handle address resolution internally. If not (i.e. the **ARP** flag is disabled), the pNA+ component passes the internet address to the network driver.
2. If the **ARP** flag is enabled, the pNA+ component searches its ARP Table (see section 4.12.1) for an entry containing the internet address. If an entry is found, the corresponding hardware address is passed to the NI.

3. If the internet address is not found in the ARP Table, the pNA+ component uses the Address Resolution Protocol (see section 4.12.2) to obtain the hardware address dynamically.

#### 4.12.1 The ARP Table

The pNA+ component maintains a table called the *ARP Table* for obtaining a hardware address, given an internet address. This table consists of <internet address, hardware address> tuples.

The ARP Table is created during pNA+ initialization; the pNA+ Configuration Table entry **NC\_NARP** specifies its size. Entries can be added to the ARP Table in one of three ways:

1. An Initial ARP Table can be supplied. The pNA+ Configuration Table entry **NC\_IARP** contains a pointer to an Initial ARP Table. The contents of the Initial ARP Table are copied to the actual ARP Table during pNA+ initialization.
2. Internet-to-hardware address associations can be determined dynamically by the ARP protocol. When the pNA+ component uses ARP to dynamically determine an internet-to-hardware address mapping, it stores the new <internet address, hardware address> tuple in the ARP Table. This is the normal way that the ARP Table is updated. The next section explains how ARP operates.
3. ARP Table entries can be added dynamically by using **ioctl()**. The following code segment illustrates the usage of the various ARP **ioctl()** calls.

```
{
#define satosin(sa)      ((struct sockaddr_in *)(sa))
int s, rc;
struct arpreq ar;
char *ha;

/* create any type of socket */
s = socket(AF_INET, SOCK_DGRAM, 0);

/*
 * get the arp entry corresponding to the internet
 * host address 128.0.0.1
 */
satosin(&ar.arp_pa)->sin_family = AF_INET;
satosin(&ar.arp_pa)->sin_addr.s_addr = htonl(0x80000001);
```

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```
ar.arp_ha.sa_family = AF_UNSPEC;
rc = ioctl(s, SIOCGARP, (char *)&ar);

/*
 * set a permanent but not publishable arp entry corresponding
 * to the internet host address 128.0.0.1. If the entry
 * exists it will be modified. Set the ethernet address to
 * aa:bb:cc:dd:ee:ff
 */
satoshin(&ar.arp_pa)->sin_family = AF_INET;
satoshin(&ar.arp_pa)->sin_addr.s_addr = htonl(0x80000001);
ar.arp_ha.sa_family = AF_UNSPEC;
bzero(ar.arp_ha.sa_data, 14);
ha = ar.arp_ha.sa_data;
ha[0] = 0xaa; ha[1] = 0xbb; ha[2] = 0xcc;
ha[3] = 0xdd; ha[4] = 0xee; ha[5] = 0xff;
ar.arp_flags = ATF_PERM;
rc = ioctl(s, SIOCSARP, (char *)&ar);

/*
 * delete the arp entry corresponding to the internet
 * host address 128.0.0.1
 */
satoshin(&ar.arp_pa)->sin_family = AF_INET;
satoshin(&ar.arp_pa)->sin_addr.s_addr = htonl(0x80000001);
ar.arp_ha.sa_family = AF_UNSPEC;
rc = ioctl(s, SIOCDARP, (char *)&ar);

/* close the socket */
close(s);
}
```

### 4.12.2 Address Resolution Protocol (ARP)

The pNA+ component uses the *Address Resolution Protocol (ARP)* to determine the hardware address of a node dynamically, given its internet address. ARP operates as follows:

1. A sender, wishing to learn the hardware address of a destination node, prepares and broadcasts an ARP packet containing the destination internet address.

2. Every node on the network receives the packet and compares its own internet address to the address specified in the broadcasted packet.
3. If a receiving node has a matching internet address, it prepares and transmits to the sending node an ARP reply packet containing its hardware address.

ARP can be used only if all nodes on the network support it. If your network consists only of pNA+ nodes, this requirement is of course satisfied. Otherwise, you must make sure that the non-pNA+ nodes support ARP. ARP was originally developed for Ethernet networks and is usually supported by Ethernet drivers. Networks based on other media might or might not support ARP.

The pNA+ component treats internet packets differently than ARP packets. When pNA+ calls an NI, it provides a *packet type* parameter, which is either **IP** or **ARP**. Similarly, when the pNA+ component receives a packet, the NI must also return a packet type. All network drivers that support ARP must have some mechanism for attaching this packet type to the packet. For example, Ethernet packets contain **type** fields. For NIs that do not support ARP, the packet type parameter can be ignored on transmission, and set to **IP** for incoming packets.

### 4.13 Memory Management

As packets move across various protocol layers in the pNA+ component they are subject to several data manipulations, including

- Addition of protocol headers
- Deletion of protocol headers
- Fragmentation of packets
- Reassembly of packets
- Copying of packets

The pNA+ component is designed with specialized memory management so that such manipulations can be done optimally and easily.

The pNA+ component allows configuration of its memory management data structures via the pNA+ Configuration Table. These structures are

critical to its performance; hence, understanding the basics of pNA+ memory management is crucial to configuring your system optimally.

The basic unit of data used internally by the pNA+ component is called a *message*. Messages are stored in message structures. A message structure contains one or more message block triplets, linked via a singly-linked list. Each message block triplet contains a contiguous block of memory defining part of a message. A complete message is formed by linking such message block triplets in a singly-linked list.

Each message block triplet contains a Message Block, a Data Block, and a Buffer. Figure 4-3 illustrates the message block triplet.

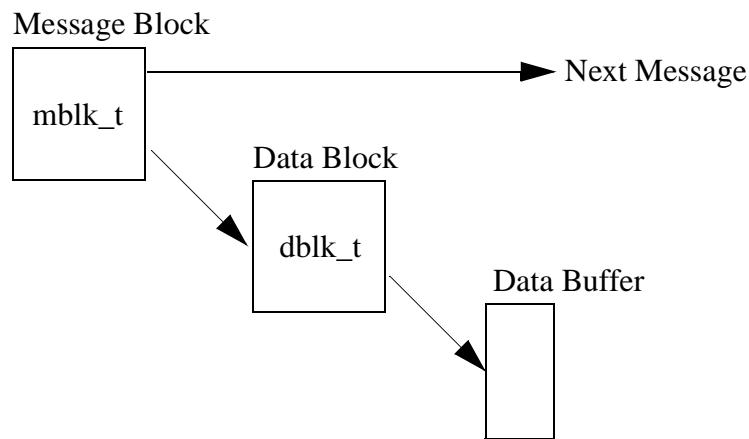


Figure 4-3. Message Block Triplet

A *message block* contains the characteristics of the partial message defined by the message block triplet. A *data block* contains the characteristics of the buffer to which it points. A *buffer* is a contiguous block of memory containing data.

A data block may be contained in several message block triplets. However, there is a one-to-one correspondence between data blocks and buffers. The C language definitions of the data structures for message blocks and data blocks are in the header file `<pna.h>`.

Figure 4-4 on page 4-33 illustrates a complete message formed by a linked list of message block triplets.

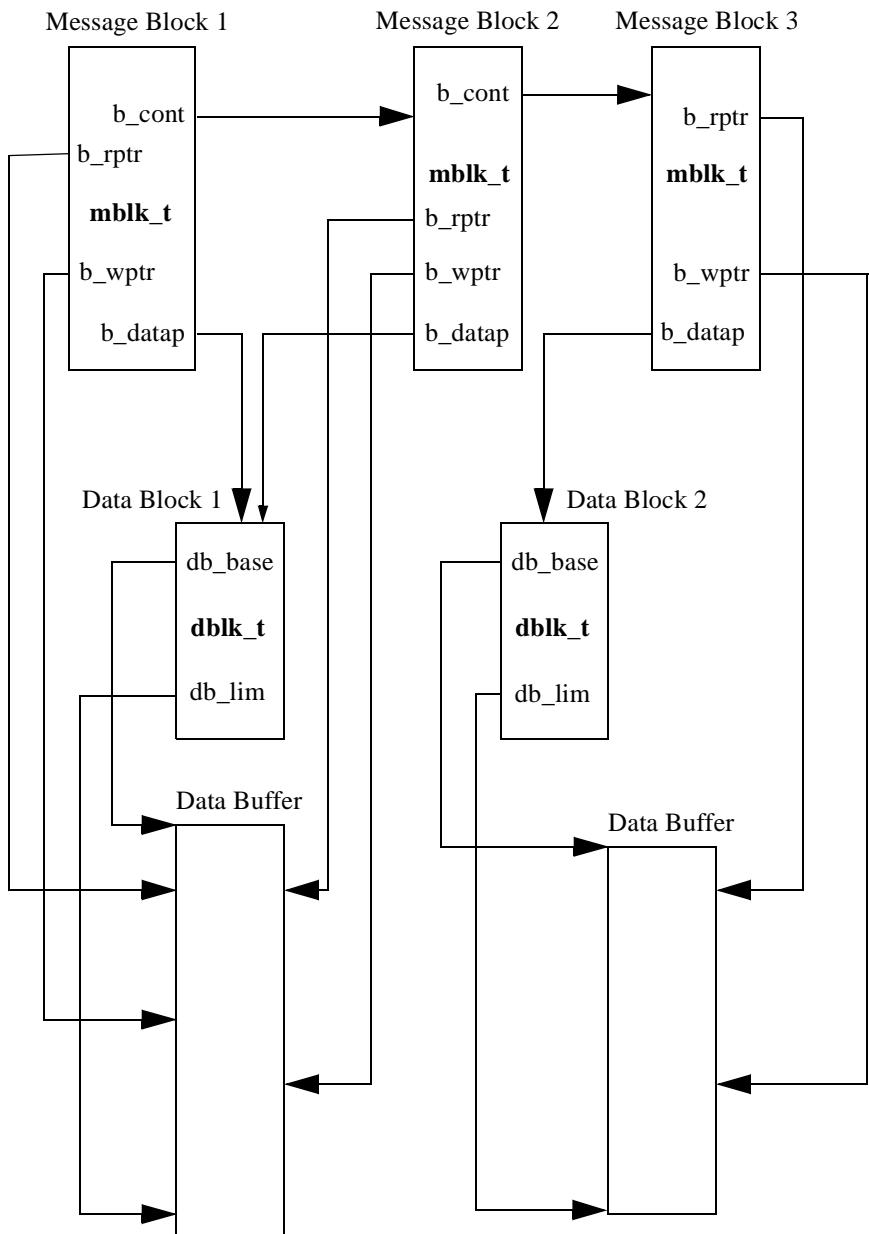


Figure 4-4. Message Block Linkage

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The basic unit of transmission used by protocol layers in the pNA+ component is a *packet*. A packet contains a protocol header and the data it encapsulates. Each protocol layer tags a header to the packet and passes it to the lower layer for transmission. The lower layer in turn uses the packet as encapsulated data and tags its protocol header and passes it to its lower layer. Packets are stored in the form of messages.

The buffers in the pNA+ component are used to store data, protocol headers, and addresses. Data is passed into the pNA+ component via two interfaces. At the user level, data is passed via the **send0**, **sendto0** and **sendmsg0** service calls. At the NI interface, data is passed via the “Announce Packet” call (See Section 4.11, “Network Interfaces”).

The pNA+ component allocates a message block triplet and copies data from the external buffer to the buffer associated with the triplet. The message is then passed to the protocol layers for further manipulation. As the data passes through various protocol layers, additional message block triplets are allocated to store the protocol headers and are linked to the message. The pNA+ component also allocates temporary message block triplets to store socket addresses during pNA+ service calls.

As the messages pass through the protocol layers, they are subjected to various data manipulations (copying, fragmentation, and reassembly). For instance, when preparing a packet for transmission, the TCP layer makes a copy of the packet from the socket buffer, tags a TCP header, and passes the packet to the IP layer. Similarly, the IP layer fragments packets it receives from the transport layer (TCP, UDP) to fit the MTU of the outgoing Network Interface.

pNA+ memory management is optimized to perform such operations efficiently and maximize performance by avoiding physical copying of data. For instance, copying of message block triplets is achieved by allocating a new message block, associating it with the original data block, and increasing the reference count to the original data block. This avoids costly data copy operations.

### 4.14 Memory Configuration

During the initialization of the pNA+ component various memory structures are created and initialized. The initialization sequence creates message blocks, data blocks, and data buffers of multiple sizes. The

number of each is configurable in the pNA+ Configuration Table. the pNA+ component provides entries in the configuration table to specify the number of message blocks and data buffers. Because there is a one-to-one relationship between data blocks and data buffers, the pNA+ component allocates a data block for every buffer configured in the system.

The pNA+ memory configuration is critical to its performance. Configuring too few buffers or wrong sizes leads to reduced performance. Configuring too many buffers wastes memory.

Optimal performance can be achieved empirically by tuning the following configurable elements:

- Number of message blocks
- Buffer configuration
- MTU-size buffers
- 128-byte buffers
- Zero-size buffers

The following sections give general configuration guidelines.

### 4.14.1 Buffer Configuration

Buffer configuration is specified via the **nc\_bcfg** element in the pNA+ Configuration Table (See the “Configuration Tables” section of the *pSOSSystem Programmer’s Reference*). It allows you to configure application-specific buffer sizes into the system. Two attributes are associated with a buffer configuration: buffer size and the number of buffers.

The pNA+ component copies data into its internal buffers via two interfaces. It copies data from the user buffers to its internal buffers during **send()**, **sendto()**, and **sendmsg()** service calls. It copies data from the NI buffers to its internal buffers during “Announce Packet” calls.

The pNA+ component allows buffers of multiple sizes to be configured into the system. In order to allocate a buffer to copy data, it first selects the buffer size, using the following best-fit algorithm:

1. The pNA+ component first tries to find an exact match for the data buffer.

2. If there is no such buffer size available, the pNA+ component searches for the smallest sized buffer that can contain the requested size.
3. If there is none, the pNA+ component selects the maximum buffer size configured.

Once a size is selected, the pNA+ component checks for a free buffer from the selected size's buffer list. If none are available, the pNA+ component blocks the caller on a blocking call, or returns null on a non-blocking call. If the size of the buffer is not sufficient to copy all of the data, the pNA+ component copies the data into multiple buffers.

For optimal configuration, the pNA+ component should always find an exact match when doing buffer size selection. Thus, the configuration should have buffer sizes equal to the MTU of the NI's configured in the pNA+ component to satisfy the requirement at the NI interface, and buffer sizes equal to the user buffer sizes specified in the **send0**, **sendto0**, and **sendmsg0** service calls to satisfy user interface requirements. The number of buffers to be configured for each size depends on the socket buffer size and incoming network traffic.

pNA+ flexible memory configuration provides multiple buffer sizes. However, 128-byte and zero-size buffers have special meanings. 128-byte buffers are used internally by the pNA+ component for storing protocol headers and for temporary usage. These buffers must always be pNA+ configured to function. Zero-size buffers are used to create message block triplets with externally specified data buffers (See Section 4.15, “Zero Copy Options,” and the **pna\_esballoc0** call description in *pSOSystem System Calls*).

### 4.14.1.1 MTU-Size Buffers

When a non-zero copy NI is pNA+ configured, data is copied from the NI buffers to pNA+ internal buffers. Hence, it is optimal to have MTU-size buffers configured in the system. The number of buffers that should be configured depends on the incoming network traffic on that NI.

### 4.14.1.2 Service-Call-Size Buffers

Data is copied from user buffers to pNA+ internal data buffers during **send0**, **sendto0**, and **sendmsg0** service calls. For optimal performance, the pNA+ component should be configured with buffer sizes specified in

the service calls. The optimal number of buffers depends on the buffer size of the socket.

#### 4.14.1.3 128-Byte Buffers

The pNA+ component uses 128-byte buffers to store protocol headers and addresses. The number of protocol headers allocated at any given time depends on the number of packets sent or received simultaneously by the protocol layers in the pNA+ component. The number of packets sent or received by the pNA+ component varies with the number of active sockets and with socket buffer size. The number of packets that can exist per active socket is the socket buffer size divided by the MTU of the outgoing NI. pNA+ service calls also use 128-byte buffers for temporary purposes; they use a maximum of three buffers per call.

#### 4.14.1.4 Zero-Size Buffers

Zero-size buffers are used during **pna\_esballoc** service calls to attach externally supplied user buffers to a message block and a data block. When zero-size buffers are specified, the pNA+ component allocates only a data block; that is, the associated buffer is not allocated.

The optimal number of zero-size buffers to be configured depends on the number of externally specified buffers that can attached to pNA+ message blocks; that is, the number of times **pna\_esballoc** is used. (For more details, see Section 4.15, “Zero Copy Options.”)

### 4.14.2 Message Blocks

The pNA+ memory manager is highly optimized for data copy and fragmentation. During these operations, the pNA+ component allocates an additional message block and reuses the original data block and buffer. The number of pNA+ copy or fragmentation operations per buffer depends on the size of the buffer and on the MTU size of the NI's configured in the system.

The maximum number of fragments for buffers of sizes less than the smallest MTU is two, and the maximum number of fragments for all other buffers is the buffer size divided by the MTU.

The number of message blocks configured in the system should equal the total number of fragments that can be formed from the buffers

configured in the system. In most cases, it is sufficient to configure the total number of message blocks to be twice the total number of buffers configured in the system.

### 4.14.3 Tuning the pNA+ Component

The pNA+ component also provides statistics for buffer and message block usage via the **ioctl0** service call. The SIOCGDBSTAT command can be used to return buffer usage, and SIOCGMBSTAT can be used to get message block usage.

These commands provide information on the number of times tasks waited for a buffer, the number of times a buffer was unavailable, the number of free buffers, and the total number of buffers configured in the system. You can use this information to tweak the message block and data buffer configuration.

## 4.15 Zero Copy Options

Copying data is an expensive operation in any networking system. Hence, eliminating it is critical to optimal performance. The pNA+ component performs data copy at its two interfaces. It copies data from the user buffer to pNA+ internal buffers during **send0**, **sendto0**, and **sendmsg0** service calls, and vice versa during **recv0**, **recvfrom0**, and **recvmsg0** calls. A data copy is performed between the NI and pNA+ buffers when data is exchanged.

Because the pNA+ memory manager is highly optimized to eliminate data copy, data is copied only at the interfaces during data transfers. In order to maximize performance, the pNA+ component provides options to eliminate data copy at its interfaces, as well. These options are referred to as “zero copy” operations. The pNA+ component extends the standard Berkeley socket interface at the user level and provides an option at the NI level to support zero copy operations.

Zero copy is achieved in the pNA+ component by providing a means of exchanging data at interfaces via message block triplets and by enabling access to its memory management. The zero copy operations provided at the interfaces are independent of each other; that is, an application can choose either one, or both. In most cases, the NI interface is optimized to

perform zero copy, while retaining the standard interface at the socket level.

#### 4.15.1 Socket Extensions

The **sendto()**, **send()**, **recv()**, and **recvfrom()** service calls are extended to support the zero copy option. An option is provided in the calls allowing data to be exchanged via message block triplets. An additional flag (MSG\_RAWMEM) is provided in these service calls. When the **flags** parameter in these service calls is set to MSG\_RAWMEM, the **buf** parameter contains a pointer to a message block triplet. (See these service call descriptions in *pSOSystem System Calls*.)

When the zero copy option is not used, a buffer always remains in the control of its owner. For example, during a **send()** call, the address of the buffer containing data to be sent is passed to the pNA+ component. As soon as the call returns, the buffer can be reused or de-allocated by its owner. The pNA+ component has copied the data into its internal buffers.

When the zero copy option is used, control of the buffer triplet passes to the pNA+ component. When the pNA+ component finishes using the message block triplet, the triplet is freed. Similarly, on a **recv()** call, control of the buffer passes to the application, which is responsible for freeing the message block triplet.

When zero copy is used with non-blocking sockets there is a possibility that a send call may return after sending a part of the whole message. In this case the user may resend the remaining part of the buffer on the next send call using the same message block triplet. The message block points to the remaining part of the message. Internally pNA+ keeps a reference to the buffer until the data is sent.

Four service calls are provided to access pNA+ memory management. They are as follows:

<b>pna_allocb0</b>	allocates a message block triplet that contains a data buffer of the size passed in as a parameter. The data buffer is internal to the pNA+ component.
<b>pna_freeb0</b>	frees a single message block triplet.
<b>pna_freemsg0</b>	frees a message.
<b>pna_esballoc0</b>	associates a message block and a data block with an externally specified buffer. <b>pna_esballoc0</b> returns a

pointer to a message block triplet that contains a message block and a data block allocated by the pNA+ component. The data buffer in the triplet is passed in as a parameter to the call.

### 4.15.2 Network Interface Option

The pNA+ network interface definition supports data exchange between the pNA+ component and an NI via message block triplets. If the RAWMEM flag is set in the NI flags, it indicates that the interface supports the zero copy operation, and the exchange of data between NI and the pNA+ component is in the form of message block triplets.

The pointers to the **pna\_allocb()**, **pna\_freeb()**, **pna\_freemsg()**, and **pna\_esballoc()** functions are passed to the NI driver during its **ni\_init()** function call. (See Section 4.11, “Network Interfaces.”) These functions are used by the NI to gain access to pNA+ memory management routines.

## 4.16 Internet Control Message Protocol (ICMP)

ICMP is a control and error message protocol for IP. It is layered above IP for input and output, but it is really part of IP. ICMP can be accessed through the raw socket facility. The pNA+ component processes and generates ICMP messages in response to ICMP messages it receives.

ICMP can be used to determine if the pNA+ component is accessible on a network. For example, some workstations (such as SUN) provide a utility program called ping, which generates ICMP echo requests and then waits for corresponding replies and displays them when received. The pNA+ component responds to the ICMP messages sent by ping.

ICMP supports 7 unique message types, with each reserved to designate specific IP packet or network status characteristics, as follows:

<u>TYPE</u>	<u>DESCRIPTION</u>
1	ECHO REQUEST AND REPLY. This type is used to test/verify that the destination is reachable and responding. The ping utility relies on this ICMP message type.
2	DESTINATION UNREACHABLE. This message type is generated when an IP datagram cannot be delivered by a

node. This type is further delineated by ancillary *codes* defined as follows:

<u>CODE</u>	<u>EXPLANATION</u>
0	Network unreachable.
1	Host unreachable.
2	Protocol unreachable.
3	Port unreachable.
4	Fragmentation needed and DF is set.
5	Source route failed.
6	Destination network unknown.
7	Destination host unknown.
8	Source isolated.
9	Communication with destination network is administratively prohibited.
10	Communication with destination host is administratively unknown.
11	Network unreachable for type of service.
12	Host unreachable for type of service.
3	SOURCE QUENCH. This type is generated when buffers are exhausted at an intermediary gateway or end-host.
4	REDIRECT. This type is generated for a change of route.
5	TIME EXCEEDED FOR DATAGRAM. This type is generated when the datagram's time to live field has exceeded its limit.
6	TIMESTAMP REQUEST AND REPLY. This type is generated to request a timestamp.
7	ADDRESS MASK REQUEST AND REPLY. This type is sent to obtain a subnet address mask.

## 4.17 Internet Group Management Protocol (IGMP)

IGMP is used by IP nodes to report their host group memberships to any immediately-neighboring multicast routers. Like ICMP, IGMP is an

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integral part of IP. It is implemented by all nodes conforming to the Level 2 IP Multicasting specification in RFC 1112. IGMP messages are encapsulated in IP datagrams, with an IP protocol number of 2. IGMP can be accessed through the RAW IP socket facility.

Two types of IGMP messages are of concern to nodes:

<u>TYPE</u>	<u>DESCRIPTION</u>
1	HOST MEMBERSHIP QUERY. Multicast routers send Host Membership Query messages to discover which host groups have members on their attached local networks. Queries are addressed to the <b>ALL_HOSTS</b> group (address 224.0.0.1).
2	HOST MEMBERSHIP REPORT. Hosts respond to a Query by generating Host Membership Reports reporting each host group to which they belong on the network interface from which the Query was received. A Report is sent with an IP destination address equal to the host group address being reported, and with an IP time-to-live of 1.

### **4.18 NFS Support**

The pNA+ component can be used in conjunction with the pHILE+ component and the pRPC+ subcomponent to offer NFS support. To support NFS, the pNA+ component allows you to assign a host name to your pNA+ system, and a user ID and group ID to each task. The host name and user and group IDs are used when accessing NFS servers. Every task that uses NFS services must have a user ID and a group ID. These values are used by an NFS server to recognize a client task and grant or deny services based on its identity. Refer to your host system (NFS server) documentation for a further discussion of NFS protection mechanisms.

The pNA+ Configuration Table entry **NC\_HOSTNAME** is used to define the host name. This entry points to a null terminated string of up to 32 characters, which contains the host name for the node.

The pNA+ Configuration Table entries **NC\_DEFUID** and **NC\_DEFGID** can be used to define default values for a task's user ID and group ID, respectively. Subsequent to task creation, the system calls **set\_id()** and

**get\_id0** can be used to change or examine a task's user and group ID. Note that similar system calls [**setid\_u0** and **getid\_u0**] are provided by the pFILE+ component. Integrated Systems recommends, however, that you use the **set\_id0** and **get\_id0** system calls provided in the pNA+ component for future compatibility.

## 4.19 MIB-II Support

The pNA+ component supports a TCP/IP Management Information Base, commonly known as MIB-II, as defined in the internet standard RFC 1213. The pSOSystem optional SNMP (Simple Network Management Protocol) package uses this MIB-II to provide complete turnkey SNMP agent functionality.

pNA+ MIB-II can also be accessed directly by application developers who have their own unique requirements. This section describes how this MIB can be accessed.

### 4.19.1 Background

RFC 1213 groups MIB-II objects into the following categories:

- System
- Interfaces
- Address Translation
- IP
- ICMP
- TCP
- UDP
- EGP
- Transmission
- SNMP

The pNA+ component contains built-in support for the IP, ICMP, TCP, and UDP groups. The Interfaces group is supported by pNA+ NIs. The pSOSystem SNMP library provides support for the System and SNMP

groups. The Address Translation group is being phased out of the MIB-II specification. Its functionality is provided via the IP group. The Transmission group is not yet defined, and the pNA+ component does not include EGP, so neither of these groups are supported.

MIB-II objects, regardless of which category they fall into, can be classified as simple variables or tables. Simple variables are types such as integers or character strings. In general, the pNA+ component maintains one instance of each simple variable. For example, **ipInReceives** is a MIB-II object used to keep track of the number of datagrams received.

Tables correspond to one-dimensional arrays. Each element in an array (that is, each entry in a table) has multiple fields. For example, MIB-II includes an IP Route Table where each entry in the table consists of the following fields: **ipAdEntAddr**, **ipAdEntIfIndex**, **ipAdEntNetMask**, **ipAdEntBcastAddr**, **ipAdEntReasmMaxSize**.

### 4.19.2 Accessing Simple Variables

All MIB-II objects, regardless of type, are accessed by using the pNA+ **ioctl(int s, int command, int \*arg)** system call. The parameter **s** can be any valid socket descriptor.

The **command** argument specifies an MIB-II object and the operation to be performed on that object. Per the SNMP standard, two operations are allowed. You can set the value of an MIB-II object (Set command) or retrieve an object's value (Get command). A valid **command** parameter is an uppercase string equal to the name of a MIB-II object prepended by either **SIOCG** or **SIOCS** for Get and Set operations, respectively. A complete list of permissible commands is provided in the **ioctl()** call description in *pSOSystem System Calls*.

The way **ioctl()** is used differs, depending on whether you are accessing simple variables or tables. For simple variables, **arg** is a pointer to a variable used either to input a value (for Set operations) or receive a value (for Get operations). **arg** must be typecast based on the MIB-II object type.

The following table shows the C language types used by the pNA+ component to represent different types of MIB-II objects.

<u>MIB-II Object Type</u>	<u>pNA+ Representation</u>
<b>INTEGER</b>	<b>long</b>
<b>OBJECT IDENTIFIER</b>	<b>char *</b> (as an ASCII string)
<b>IpAddress</b>	<b>struct in_addr</b> (defined in <b>pna.h</b> )
<b>Counter</b>	<b>unsigned long</b>
<b>Gauge</b>	<b>unsigned long</b>
<b>TimeTicks</b>	<b>unsigned long</b>
<b>DisplayString</b>	<b>char *</b>
<b>PhysAddress</b>	<b>struct sockaddr</b> (defined in <b>pna.h</b> )

The following code fragments demonstrate how to set and get the objects **ipInReceives**, and **ipForwarding**, respectively:

```

{
    /* Get the value of ipInReceives */
    long s;
    unsigned long ip_input_pkts;

    /* socket type in following call is irrelevant */
    s = socket(AF_INET, SOCK_STREAM, 0);
    ioctl(s, SIOCGIPINRECEIVES, &ip_input_pkts);
    close(s);
    printf("%lu IP datagrams recv'd\n", ip_input_pkts);
}

/* Set the value of ipForwarding */
int s; /* already open socket descriptor */
{
    long forwarding;
    /* get current status first */
    ioctl(s, SIOCGIPFORWARDING, &forwarding);
    if (forwarding == 1) puts("Forwarding was on");
    else /* forwarding == 2 */ puts("Forwarding was off");
    forwarding = 2; /* corresponds to not-forwarding */
    ioctl(s, SIOCSIPFORWARDING, &forwarding);
    puts("Forwarding turned off");
}

```

### 4.19.3 Accessing Tables

Accessing information stored in tables is more complicated than accessing simple variables. The complexity is primarily due to the SNMP specification and the fact that table sizes vary over time, based on the state of your system.

The pNA+ component defines C data structures for each MIB-II table. These definitions are contained in `<pna_mib.h>` and are shown in section 4.19.4. A table usually consists of multiple instances of the entries shown. The pNA+ component allows you to access any field in any entry, add table entries, and delete entries.

The key to understanding how to manipulate tables is to recognize that MIB-II table entries are not referenced by simple integers (like normal programming arrays). Rather, one or more fields are defined to be index fields, and entries are identified by specifying values for the index fields. The index fields were selected so that they identify a unique table entry. The index fields are indicated in the MIB-II tables shown.

This raises the question of how you determine the valid indices at any time. You obtain them with `ioctl()` the following way. First, declare a variable of type `mib_args` (this structure is defined in `<pna_mib.h>`) using the following syntax:

```
struct mib_args {  
    long len; /* bytes pointed to by buffer */  
    char *buffer; /* ptr to table-specific struct array */  
};
```

`buffer` points to an array of structures with a type corresponding to the table you want to access. `len` is the number of bytes reserved for `buffer`. The buffer should be large enough to hold the maximum possible size of the particular table being accessed.

Call `ioctl()` with `command` equal to the MIB-II object corresponding to the name of the table. `arg` is a pointer to the `mib_args` variable.

Upon return from `ioctl()`, the array pointed to by `arg` will have all of its index fields set with valid values. In addition, there will be one other field set with a valid value. This field is indicated as `default` in the tables shown.

After you obtain a list of indices, you may set or retrieve values from fields in the tables. You issue an **ioctl()** call with **command** corresponding to the name of a field and **arg** pointing to a table-specific data structure.

The following code fragment illustrates how all of this works by traversing the IP Route Table:

```

int s; /* already opened socket descriptor */
{
    struct mib_iproutereq *routes; /* the array of routes */
    struct mib_args arg;
    int num_routes, len, i;

    num_routes = 50; /* default number of routes in array */
    routes = NULL; /* to insure it is not free()d before
                     * it is allocated
                     */
    /* loop until enough memory is allocated to hold all routes */
    do {
        if (routes) { /* if not the first iteration */
            free(routes); /* free memory from previous iteration */
            num_routes *= 2; /* allocate more space for the next try */
        }
        len = sizeof(struct mib_iproutereq) * num_routes;
                    /* number of bytes */
        routes = (struct mib_iproutereq *)malloc(len);
                    /* array itself */
        arg.len = len;
        arg.buffer = (char *)routes;
        ioctl(s, SIOCGIPROUTETABLE, (int *)&arg);
    }while (arg.len == len); /* if full there may be more routes */

    num_routes = arg.len / sizeof(struct mib_iproutereq);
                /* actual number */
    puts("Destination      Next hop      Interface");
    for (i = 0; i < num_routes; i++) {
        /* loop through all the routes */
        printf("0x%08X      0x%08X", routes[i].ir_idest.s_addr,
               routes[i].ir_nexthop.s_addr);
        ioctl(s, SIOCGIPROUTEINDEX, (int *)&routes[i]);
    }
}

```

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```
    printf("%d\n", routes[i].ir_ifindex);
}
free(routes);
}
```

You can insert a new entry into a table by specifying an index field with a nonexistent value. The following code fragment shows an example of how to add an entry into the IP Route Table.

```
int s; /* already opened socket descriptor */
void add_route(struct in_addr destination,
               struct in_addr gateway)
{
    struct mib_iproutereq route;

    route.ir_idest = destination;
    route.ir_nexthop = gateway;
    ioctl(s, SIOCSIPROUTENEXTHOP, &route);
}
```

You can delete a table entry by setting a designated field to a prescribed value. These fields and values are defined in RFC 1213. The following code fragment provides an example of deleting a TCP connection from the TCP Connection Table so that the local port can be re-used:

```
int s; /* already opened socket descriptor */

void delete_tcpcon(struct in_addr remote_addr, struct in_addr
                   local_addr, short remote_port, short local_port)
{
    struct mib_tcpconnreq tcpconn;

    tcpconn.tc_localaddress = local_addr;
    tcpconn.tc_remadress = rem_addr;
    tcpconn.tc_localport = local_port;
    tcpconn.tc_remport = rem_port;
    tcpconn.tc_state = TCPICS_DELETETCB;
    ioctl(s, SIOCSTCPCONNSTATE, &tcpconn);
}
```

#### 4.19.4 MIB-II Tables

This section presents the MIB-II tables supported by the pNA+ component and their corresponding C language representations.

##### 4.19.4.1 Interfaces Table

<u>Structure and Elements</u>	<u>MIB-II Object</u>	<u>Type</u>
struct mib_ifentry		
ie_iindex	ifIndex	index
ie_descr	ifDescr	
ie_type	ifType	default
ie_mtu	ifMtu	
ie_speed	ifSpeed	
ie_physaddress	ifPhysAddress	
ie_adminstatus	ifAdminStatus	
ie_operstatus	ifOperStatus	
ie_lastchange	ifLastChange	
ie_inoctets	ifInOctets	
ie_inucastpkts	ifInUcastPkts	
ie_nuicastpkts	ifInNUcastPkts	
ie_indiscards	ifInDiscards	
ie_inerrors	ifInErrors	
ie_inunknownprotos	ifInUnknownProtos	
ie_outoctets	ifOutOctets	
ie_outucastpkts	ifOutUCastPkts	
ie_outnuicastpkts	ifOutNUcastPkts	
ie_outdiscards	ifOutDiscards	
ie_outerrors	ifOutErrors	
ie_outqlen	ifOutQLen	
ie_specific	ifSpecific	

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### 4.19.4.2 IP Address Table

<u>Structure and Elements</u>	<u>MIB-II Object</u>	<u>Type</u>
struct mib_ipaddrreq		
ia_iaddr	ipAdEntAddr	index
ia_ifindex	ipAdEntIfIndex	default
ia_netmask	ipAdEntNetMask	
ia_bcastaddr	ipAdEntBcastAddr	
ia_reasmmaxsize	ipAdEntReasmMaxSize	

### 4.19.4.3 IP Route Table

<u>Structure and Elements</u>	<u>MIB-II Object</u>	<u>Type</u>
struct mib_iproutereq		
ir_idest	ipRouteDest	index
ir_ifindex	ipRouteIfIndex	
ir_nexthop	ipRouteNextHop	default
ir_type	ipRouteType	
ir_proto	ipRouteProto	
ir_mask	ipRouteMask	

### 4.19.4.4 IP Address Translation Table

<u>Structure and Elements</u>	<u>MIB-II Object</u>	<u>Type</u>
struct mib_ipnettomediareq		
inm_iifindex	ipNetToMediaIfIndex	index
inm_iaddr	ipNetToMediaNetAddress	index
inm_physaddress	ipNetToMediaPhysAddress	default
inm_type	ipNetToMediaType	

### 4.19.4.5 TCP Connection Table

<u>Structure and Elements</u>	<u>MIB-II Object</u>	<u>Type</u>
<code>struct mib_tcpconnreq</code>		
<code>tc_localaddress</code>	<code>tcpConnLocalAddress</code>	<code>index</code>
<code>tc_localport</code>	<code>tcpConnLocalPort</code>	<code>index</code>
<code>tc_remaddress</code>	<code>tcpConnRemAddress</code>	<code>index</code>
<code>tc_remport</code>	<code>tcpConnRemPort</code>	<code>index</code>
<code>tc_state</code>	<code>tcpConnState</code>	<code>default</code>

### 4.19.4.6 UDP Listener Table

<u>Structure and Elements</u>	<u>MIB-II Object</u>	<u>Type</u>
<code>struct mib_udptabreq</code>		
<code>u_localaddress</code>	<code>udpLocalAddress</code>	<code>index</code>
<code>u_localport</code>	<code>udpLocalPort</code>	<code>index</code>

## 4.19.5 SNMP Agents

The following IP group operations must be handled within an SNMP agent itself, rather than through `ioctl()`.

<u>MIB-II Object</u>	<u>Operation</u>	<u>Comment</u>
<b>ipRouteIfIndex</b>	Set	The value of this object cannot be set, because it is always determined by the IP address.
<b>ipRouteMetric*</b>	Both	An SNMP agent should return -1 as their value.
<b>ipRouteAge</b>	Get	An SNMP agent should return -1 as its value.
<b>ipRouteMask</b>	Set	The values of these objects can be interrogated but not changed.
<b>ipRouteInfo</b>	Get	An SNMP agent should return { 0 0 } as the value of this object.
<b>ipRoutingDiscards</b>	Get	An SNMP agent should return 0 as the value of this object.

### 4.19.6 Network Interfaces

Objects defined by the Interfaces group are maintained by the Network Interfaces configured in your system. These objects are accessed via the **ni\_ioctl0** system call.

pNA+ uses **ni\_ioctl0** when necessary to access Interfaces objects. **ni\_ioctl0** is described in the *pSOSystem Programmer's Reference*.

## 4.20 pRPC+ Subcomponent

The pNA+ component can be “extended” by adding the pRPC+ subcomponent, which implements remote procedure calls.

pRPC+ provides a complete implementation of the Open Network Computing (ONC) Remote Procedure Call (RPC) and eXternal Data Representation (XDR) specifications. The pRPC+ subcomponent is designed to be source-code compatible with Sun Microsystems' RPC and XDR libraries. Sections 4.20.2 through 4.20.5 describe those aspects of pRPC+ that are unique to the Integrated Systems implementation.

### 4.20.1 What is a Subcomponent?

A pNA+ subcomponent is a block of code that extends the feature set of the pNA+ component. A subcomponent is similar to all other components, with the caveat that it relies on the pNA+ component for resources and services.

pNA+ initializes pRPC+ after it completes its own initialization sequence. Like any component, pRPC+ requires RAM, which can be allocated from Region 0 or defined in a Configuration Table.

The pNA+ Configuration Table entry **NC\_CFGTAB** points to a subcomponent table, which in turn contains a pointer to the pRPC+ Configuration Table.

pRPC+ shares the pNA+ error code space for both fatal and nonfatal errors. A pNA+ nonfatal error code has the form 0x50XX, where XX is the error value. A pRPC+ nonfatal error code has the form 0x51XX, where XX is the error value.

A pNA+ fatal error code has the form 0x5FXX, where XX is the fatal error value. A set of 32 fatal errors from the pNA+ fatal error space is allocated for pRPC+ beginning at 0x80. See the error code appendix of *pSOSystem System Calls* for a complete listing of fatal and nonfatal pNA+ error codes.

#### 4.20.2 pRPC+ Architecture

The pRPC+ subcomponent depends on the services of pSOSystem components other than the pNA+ component. Figure 4-5 on page 4-53 illustrates the relationship between the pRPC+ subcomponent and the other parts of pSOSystem.

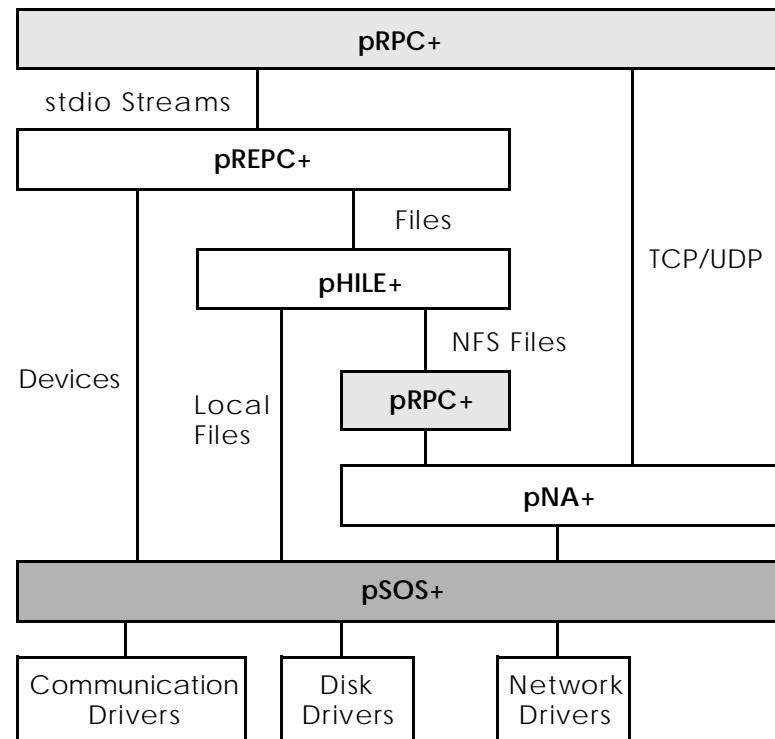


Figure 4-5. pRPC+ Dependencies

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RPC packets use the TCP or UDP protocols for network transport. The pNA+ component provides the TCP/UDP network interface to the pRPC+ subcomponent.

Direct access to XDR facilities, bypassing RPC, is supported by using memory buffers or stdio streams as a translation source or destination. I/O streams are managed by pREPC+. Streams may refer to pHILE+ managed files or directly to devices. The pHILE+ component accesses remote NFS files by using network RPCs, utilizing both the pRPC+ subcomponent and the pNA+ component.

In addition to the communication paths shown on the diagram, the pRPC+ subcomponent also relies on pREPC+ for support of standard dynamic memory allocation. Consequently, XDR memory allocation within the pRPC+ subcomponent uses the same policy when insufficient memory is available as is used by applications that use the pREPC+ ANSI standard interface directly.

The pRPC+ subcomponent uses services provided directly by the pREPC+ and PNA+ components. Installation of those components is prerequisite to the use of the pRPC+ subcomponent. The pHILE+ component is only required if the ability to store XDR encoded data on local or remote disk files is desired.

The pRPC+ subcomponent must be installed in any system that will use the pHILE+ component for NFS, regardless of whether custom RPC/XDR code will be used or not. This is necessary because NFS is implemented using RPC/XDR. XDR is useful in conjunction with NFS for sharing raw data files between hosts that use different native representations of that data. Using XDR to write data files guarantees they can be correctly read by all hosts. NFS has no knowledge of file contents or structure, so it cannot perform any data translation itself.

### **4.20.3 Authentication**

The RPC protocol allows client authentication by RPC servers. When authentication is being employed, servers can identify the client task that made a specific request. Clients are identified by “credentials” included with each RPC request they make. Servers may refuse requests based upon the contents of their credentials.

The representation of credentials is operating system specific because different operating systems identify tasks differently. Consequently, the

RPC definition allows the use of custom credentials in addition to specifying a format for UNIX task credentials.

In order to facilitate porting of UNIX clients to pSOSystem and interoperability between pSOSystem clients and UNIX servers, pRPC+ fully supports the generation of UNIX-style credentials.

The content of UNIX credentials are defined by the following data structure:

```
struct authunix_parms
{
    u_long    aup_time;      /* credential's creation time */
    char     *aup_machname; /* hostname of client */
    int      aup_uid;       /* client's UNIX effective uid */
    int      aup_gid;       /* client's UNIX effective gid */
    u_int    aup_len;       /* element length of aup_gids */
    int     *aup_gids;      /* array of groups user is in */
};
```

The pRPC+ subcomponent supports the standard RPC routines for manipulating UNIX-compatible credentials. These routines are **authunix\_create()** and **authunix\_create\_default()**. Both routines automatically set the value of the **aup\_time** element. The **authunix\_create()** routine takes as arguments the values of the remaining fields. The **authunix\_create\_default()** routine sets the values of the authunix\_parms structure members from their pNA+ equivalents. The pNA+ configuration parameters are fully documented in the “Configuration Tables” section of the *pSOSystem Programmer’s Reference*.

<b>authunix_parms</b> member Value set by <b>authunix_create_default()</b>	
<b>aup_machine</b>	pNA+ configuration parameter NC_HOSTNAME
<b>aup_uid</b>	pNA+ configuration parameter NC_DEFUID, may be changed on a per-task basis by the pNA+ call <b>set_id()</b> .
<b>aup_gid</b>	pNA+ configuration parameter NC_DEFGID, may be changed on a per-task basis by the pNA+ call <b>set_id()</b> .

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```
aup_len, aup_gids      aup_len is always 0 so aup_gids is always
empty.
```

### 4.20.4 Port Mapper

RPC supports the use of the networking protocols TCP and UDP for message transport. Because RPC and TCP/UDP use different task addressing schemes, clients must translate servers' RPC addresses to TCP/UDP addresses prior to making remote procedure calls. RPC uses a "port mapper" task running on each host to perform address translation for local servers. Prior to making a remote procedure call, clients contact the server's port mapper to determine the appropriate TCP/UDP destination address. (The port mapper protocol is handled within the RPC library and its existence and use are transparent to application programmers.)

At system initialization time the pRPC+ subcomponent automatically creates a port mapper task with the pSOS+ name **pmap**. The **pmap** task is started with a priority of 254. An application may change the priority of **pmap** via the standard pSOS+ service call **t\_setpri()**.

### 4.20.5 Global Variable

pSOSSystem tasks all run in the same address space. Consequently, global variables are accessible to and shared by every task running on the same processor. Whenever multiple tasks use the same global variable, they must synchronize access to it to prevent its value from being changed by one task while it is being used by another task. Synchronization can be achieved by using a mutex lock (implemented with a semaphore) or disabling task preemption around the regions of code which access the variable.

The pRPC+ subcomponent eliminates the need to use custom synchronization in RPC/XDR applications by replacing global variables with task-specific equivalents. Subroutines are provided in the pRPC+ subcomponent to provide access to the task-specific variables.

The following global variables are replaced by local variables in the pRPC+ subcomponent.

<u>Global Variable</u>	<u>Service Call</u>	<u>Description</u>
<b>svc_fdset</b>	<b>get_fdset()</b>	Bit mask of used TCP/IP socket IDs
<b>rpc_createerr</b>	<b>rpc_getcreateerr()</b>	Reason for RPC client handle creation failure

Use of these pRPC+ subroutines is described in *pSOSystem System Calls*.

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# 5 pHILE+ File System Manager

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This chapter describes the pSOSystem file management option, the pHILE+ file system manager. The following topics are discussed:

- Volume types
- How to mount and access volumes
- Conventions for files, directories, and pathnames
- Basic services for all volume types
- Special services for local volume types
- Blocking and deblocking
- Cache buffers
- Synchronization modes
- Organization of pHILE+ format volumes
- Special considerations

### 5.1 Volume Types

From the point of view of the pHILE+ file system manager, a file system consists of a set of files, and a volume is a container for one file system. A volume can be a single device (such as a floppy disk), a partition within a device (such as a section of a hard disk), or a remote directory tree (such as a file system exported by an NFS server).

The pHILE+ file system manager recognizes the following four types of volumes:

#### ■ pHILE+ Format Volumes

These are devices that are formatted and managed by using proprietary data structures and algorithms optimized for real-time performance. pHILE+ format volumes offer high throughput, data locking, selectable cache write-through, and contiguous block allocation. pHILE+ format volumes can be a wide range of devices from floppy disks to write-once optical disks, as described below:

- Hard disks:

- IDE - Up to 31.5 gigabytes (the maximum IDE CHS size).

- SCSI - Up to 2,048 gigabytes (the maximum SCSI size).

- Floppy disks:

- Any size.

- Optical disks:

- 124.4 Mbyte (Fuji M2511A OMEM).

#### ■ MS-DOS Volumes

These are devices that are formatted and managed according to MS-DOS FAT file system conventions and specifications. pHILE+ supports both FAT12 and FAT16. MS-DOS volumes offer a convenient method for exchanging data between a pSOS+ system and a PC running the MS-DOS operating system. Because of their internal organization, MS-DOS volumes are much less efficient than pHILE+ volumes. Hence, they should be used only when data interchange is desired (see section 5.2.1). The pHILE+ file system

manager supports the MS-DOS hard disk and floppy disk formats and storage capacities listed below:

□ Hard disks:

IDE interchangeable with DOS. Capacity: up to 528 megabytes.

IDE accessible only to pHILE+. Capacity: up to 2 gigabytes.

SCSI interchangeable with DOS. Capacity: up to 2 gigabytes.

□ Floppy disks:

360 kilobytes (5 1/4" DD double density).

720 kilobytes (3 1/2" DD double density).

1.2 megabytes (5 1/4" DH high density).

1.2 megabytes (5 1/4" NEC).

1.44 megabytes (3 1/2" DH high density).

2.88 megabytes (3 1/2" DQ high density).

□ Optical disks:

124.4 megabytes (Fuji M2511A OMEM).

■ **NFS Volumes**

NFS volumes allow you to access files on remote systems as a Network File System (NFS) client. Files located on an NFS server will be treated exactly as though they were on a local disk. Since NFS is a protocol, not a file system format, you can access pHILE+, MS-DOS, or CD-ROM format files.

■ **CD-ROM Volumes**

These are devices that are formatted and managed according to ISO-9660 CD-ROM file system specifications. pHILE+ does not

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support the following CD-ROM volume attributes:

- Multi-volume sets
- Interleaved files
- CD-ROMs with logical block size not equal to 2048
- Multi-extent files
- Files with extended attribute records
- Record format files

### **5.2 Formatting and Initializing Disks**

If your pSOSystem application writes data, you need to take special care in preparing the data storage medium it uses (either hard disk or floppy disks). In pHILE+ you can write data to either MS-DOS format volumes or pHILE+ format volumes. The volume type chosen for the application determines the procedure you use to format and initialize the hard disk or floppy disks.

This section

- discusses how to choose the volume type for your application,
- defines the stages of disk formatting and initialization, and
- provides instructions for formatting and initializing hard or floppy disks to use either MS-DOS or pHILE+ format volumes.

Throughout this section, the word *formatting* refers to the entire process of preparing a hard or floppy disk for use. The word *initialization* refers to the last stage of formatting, which is creating the file systems to hold MS-DOS or pHILE+ format files.

**NOTE:** Considerations for writing device drivers that access MS-DOS and pHILE+ volumes can be found in Section 7.11, “pHILE+ Drivers.”

#### **5.2.1 Which Volume Type Should I Use?**

You should use pHILE+ volumes whenever possible because they are faster and more efficient than MS-DOS volumes. However, you must use MS-DOS volumes if you are setting up a *data interchange* scenario

involving a PC — that is, if the data will be written on the target but read later on a PC. An example of such a scenario is an application on a satellite that collects data in space. When the satellite comes back to earth, the disk is loaded onto a PC and the data is read there.

If using MS-DOS volumes, you must format the disk(s) using DOS commands on a PC. If using pHILE+ volumes, you can format the disk(s) using either DOS commands or the I/O control commands of a SCSI driver. Specific formatting procedures are provided later in this section.

### 5.2.2 Format Definitions

Formatting a disk requires several steps, some of which are performed at the factory and some of which are performed by you. The following definitions describe the entire formatting process:

#### **1. Physical format or Low-level format**

A physical format puts markings on the storage medium (typically a magnetic surface) that delineate basic storage units, usually sectors or blocks. On hard disks, physical formatting is purely a hardware operation and is almost always done at the factory. Instructions for physically formatting hard disks are not provided in this manual. On floppy disks, you normally perform the physical formatting. Instructions for doing this are provided below.

Physical formatting very rarely needs to be redone. If it is redone, it destroys all data on the disk.

#### **2. Partitioning (Hard Disks Only)**

A hard disk can be divided into one or more *partitions*, which are separate physical sections of the disk. Each partition is treated as a logically distinct unit that must be separately formatted and mounted.

Each partition can contain only one volume. The partitions on a disk can contain volumes of different types. That is, some partitions can contain MS-DOS volumes while others contain pHILE+ volumes.

You are responsible for executing the commands that partition the hard disk. When a hard disk is divided into partitions, a *partition table* is also written on the disk. The partition table is located in

## Chapter 5. pHILE+ File System Manager

the first sector of the disk and provides the address of each partition on the disk.

Partitioning can be redone to change the partition boundaries. However, this destroys all data in any partition that is changed.

### 3. Writing the Volume Parameter Record

Just as the partition table provides information about each partition on a hard disk, a *volume parameter record* in the first sector of each volume (partition or floppy disk) describes the geometry of that volume, which is information such as volume size and the starting location of data structures on the volume.

On MS-DOS format volumes, the volume parameter record is called the *boot record*. On pHILE+ format volumes, the volume parameter record is called the *root block*.

You are responsible for executing the commands that write the volume parameter record. The way in which it is written is described below.

### 4. Creating an Empty File System Within Each Disk Partition

Each volume must be initialized to contain either an MS-DOS or a pHILE+ format file system. You are responsible for executing the initialization commands.

You use the system call **init\_vol()** to initialize pHILE+ format volumes. Note that **init\_vol()** also writes the volume parameter record.

You use the **format** command to initialize MS-DOS format volumes. Once it is initialized, you can use the system call **pcinit\_vol()** to re-initialize it. **pcinit\_vol()** leaves the volume parameter record alone. However, the re-initialization destroys all data stored in any existing file system and writes a new file system on the volume.

Table 5-1 summarizes the above information.

Formatting Step	Where Performed	Type of Disk That Requires This Step
1. Physical format	Factory	Hard and floppy
2. Partitioning	User	Hard only
3. Volume parameter record	User	Hard and floppy
4. File system initialization	User	Hard and floppy

Table 5-1 Steps to Format a Hard or Floppy Disk

### 5.2.3 Formatting Procedures

The heading for each set of instructions below defines the disk type, the volume type, and the system being used, i.e., “Using MS-DOS to Format a Hard Disk for MS-DOS Volumes.” Remember that if your application uses MS-DOS volumes, you must format the disk using MS-DOS. If it uses pHILE+ format volumes, use either MS-DOS or the I/O control commands of a SCSI driver.

#### 5.2.3.1 Hard Disks

##### Using MS-DOS to Format a Hard Disk for MS-DOS Volumes

1. Execute the **fdisk** command. **fdisk** partitions the disk.
2. Execute the **format** command once for each partition. **format** writes the boot records and initializes an MS-DOS file system within a partition.

##### Using MS-DOS to Format a Hard Disk for pHILE+ Volumes

1. Execute the **fdisk** command. **fdisk** partitions the disk.
2. In your application, use the pSOSystem system call **init\_vol()** to initialize each partition as a pHILE+ volume. **init\_vol()** writes the pHILE+ root block and initializes a pHILE+ file system within the partition. Below is a code example using **init\_vol()**.

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```
#include "sys_conf.h"/* FC_LOGBSIZE */

UINT err_code;                                /* For system calls */
char scratchbuf[1 << FC_LOGBSIZE];           /* For init_vol() */

const INIT_VOL_PARAMS init_vol_params         /* For init_vol() */
= { "SAMPLE",          /* volume_label */
    1000000 - 32,      /* volume_size: Number of blocks */
    1000,              /* num_of_file_descriptors:
                           * Number of files on the volume
                           */
    4,                 /* starting_bitmap_block_number:
                           * Must be >= 4.
                           */
    0 };               /* starting_data_block_number:
                           * Intermix control and data blocks.
                           */

err_code = init_vol("4.5.1", init_vol_params, scratchbuf);
if (err_code != 0)
    /* Error handling */;
```

### Using SCSI Commands to Format a Hard Disk for pHILE+ Volumes

1. In your application, use the SCSI driver command **de\_ctrl()** function **SCSI\_CTL\_PARTITION**. This function partitions the disk into up to four primary partitions. It cannot create extended partitions or logical partitions. A code example using **SCSI\_CTL\_PARTITION** follows:

```
#include <drv_intf.h>

/* NOTES:
 * There must be some reserved space before the first partition.
 * There must be an extra entry with size = 0 to mark the end of the list.
 */

#define DEVICE(MAJOR, MINOR, PARTITION) \
    (((MAJOR) << 16) | ((PARTITION) << 8) | (MINOR))
const PARTITION_ENTRY parts[4+1]/* At most 4 partitions */ \
= { /* Each entry is: begin, size. */
```

```

{ 32,          /* 1. begin */
  100000 - 32 }, /* 1. size */
{ 100000,      /* 2. begin: Right after 1 */
  100000 },    /* 2. size */
{ 200000,      /* 3. begin: Right after 2 */
  50000 },     /* 3. size */
{ 250000,      /* 4. begin: Right after 3 */
  50000 },     /* 4. size */
{ 0, 0 } };    /* End of list: size == 0 */

UINT err_code;           /* For system calls */
struct scsi_ctl_iopb iopb; /* For de_cntrl0 */
ULONG retval;

iopb.function = SCSI_CTL_PARTITION;
iopb.u.arg = parts;

/* NOTE: Partition must be zero. */
err_code = de_cntrl(DEVICE(4, 5, 0), &iopb, &retval);

if (err_code != 0)
  /* Error handling */;

```

2. In your application, use the pSOSystem system call **init\_vol()** to initialize each partition as a pHILE+ volume. See the example on page 5-7.

#### 5.2.3.2 Floppy Disks

##### Using MS-DOS to Format a Floppy Disk for MS-DOS Volumes

Execute the **format** command. On a floppy disk, **format** performs the physical formatting, writes the boot record, and initializes a volume in MS-DOS format.

##### Using MS-DOS to Format a Floppy Disk for pHILE+ Volumes

1. Execute the **format** command.

2. In your application, use the pSOSytem system call **init\_vo10** to initialize each partition as a pHILE+ volume.

Follow the example on page 5-7, but use a smaller volume\_size. A 1.44 megabyte 3 1/2" floppy disk has 2,880 sectors per disk so **init\_vo10** cannot have a volume\_size above that.

### Using SCSI Commands to Format a Floppy Disk for pHILE+ Volumes

1. In your application, use the SCSI driver command **de\_cntrl0** function **SCSI\_CTL\_FORMAT**. This function performs a physical format of the floppy disk. A code example using **SCSI\_CTL\_FORMAT** follows:

```
#include <drv_intf.h>

#define DEVICE(MAJOR, MINOR, PARTITION) \
    (((MAJOR) << 16) | ((PARTITION) << 8) | (MINOR))

UINT err_code;                                /* For system calls */
struct scsi_ctl_iopb iopb;                    /* For de_cntrl0 */
ULONG retval;

iopb.function = SCSI_CTL_FORMAT;

/* NOTE: Partition must be zero. */
err_code = de_cntrl(DEVICE(4, 5, 0), &iopb, &retval);
if (err_code != 0)
    /* Error handling */;
```

2. Use the pSOSytem system call **init\_vo10** to initialize the volumes in pHILE+ format.

Follow the example on page 5-7, but use a smaller volume\_size (number of blocks). A 1.44 megabyte 3 1/2" floppy disk has 2,880 sectors per disk so **init\_vo10** cannot have a volume\_size above that.

## 5.3 Working With Volumes

The following sections discuss how to access the pHILE+ file system manager and all types of volumes, what naming conventions are used, and volume formatting differences.

### 5.3.1 Mounting And Unmounting Volumes

Before a volume can be accessed, it must be mounted. The table below shows which system call is used to mount each kind of file system. *pSOSSystem System Calls* provides detailed descriptions of these system calls.

<b>File System</b>	<b>Mount system call</b>
pHILE+	<b>mount_vol()</b>
MS-DOS	<b>pcmount_vol()</b>
CD-ROM	<b>cdmount_vol()</b>
NFS	<b>nfsmount_vol()</b>

The pHILE+ file system manager maintains a mounted volume table, whose entries track and control mounted volumes in a system. The size of the mounted volume table, and hence the maximum number of volumes that can be mounted contemporaneously, is determined by the parameter **fc\_nmount** in the pHILE+ Configuration Table.

When a volume is no longer needed, it should be unmounted by using the **unmount\_vol()** system call. When a volume is unmounted, its entry in the mounted volume table is removed.

Any task can unmount a volume. It does not have to be the same task that originally mounted the volume. A volume cannot be unmounted if it has any open files.

### 5.3.2 Volume Names and Device Numbers

When a volume is mounted, the caller provides a 32-bit pSOS+ logical device number. This logical device number serves as the volume's name while it is mounted. A logical device number consists of two fields: a 16-bit major device number followed by a 16-bit minor device number.

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By convention, if a device is partitioned (must be a hard disk), the minor device number itself consists of two fields: the partition number in the most significant 8 bits, and the minor device number in the least significant 8 bits. For more information on hard disk partitions, see Section 7.11.3.3, "Partitioned Hard Disk Format (Standard MS-DOS)."

The interpretation of the device number by the pHILE+ file system manager depends on the type of volume. For local volumes, the major device number identifies a user-supplied device driver associated with the volume. When the pHILE+ file system manager needs to read or write a volume, it makes a pSOS+ I/O system call specifying the volume's major device number. The pSOS+ kernel uses the major device number to find the device driver through its I/O Switch Table. The minor device number is simply passed to the driver. Refer to Chapter 7, "I/O System," for a discussion of pSOS+ I/O and pHILE+ drivers.

NFS volumes do not have device drivers per se. I/O requests directed to NFS volumes are routed through the pRPC+ and pNA+ components rather than standard pSOS+ I/O mechanisms. The volume name is used only to identify the volume while it is mounted.

The interpretation of the minor device number of local volumes is determined by the device driver. A few typical uses are to select the device if the driver controls multiple devices, or to select the device operating mode. For example, the Integrated Systems SCSI hard disk drivers conform with the partition convention above. They divide the 16-bit minor device number into two fields: the partition number in the most significant 8 bits and the SCSI ID number in the least significant 8 bits.

A volume name is given to the pHILE+ file system manager as a string of two or three numbers separated by dots. Each number is decimal or hexadecimal. Hexadecimal numbers are preceded by 0x. If two numbers are given they are the 16-bit major device number followed by the 16-bit minor device number. If three are given, they are, in order, the 16-bit major device number, the 8-bit minor device number, and the 8-bit partition number. In this case, an equivalent 16-bit minor device number is constructed with the partition number in the most significant 8 bits, and the given minor device number in the least significant 8 bits.

For a volume name example, consider partition 2 of a partitioned SCSI hard disk. The SCSI adapter device driver number is 4. The SCSI ID of

the disk drive is 3. Some of the different ways of writing the same volume name are given below:

Name	Components
4.3.2	Major device number, Minor device number, Partition
0x4.0x3.0x2	Major device number, Minor device number, Partition
4.515	Major device number, Minor device number
4.0x203	Major device number, Minor device number

### 5.3.3 Local Volumes: CD-ROM, MS-DOS and pHILE+ Format Volumes

Internally, the pHILE+ file system manager treats local file system volumes differently than NFS volumes. Each local volume consists of a sequence of logical blocks, and a file is a named collection of blocks. In this model, a logical block is a device-independent addressable unit of storage. The pHILE+ file system manager interacts with the device drivers in terms of logical blocks. Logical blocks are numbered starting with 0. The conversion between logical block numbers and physical storage units — such as head, cylinder, and sector — is handled by the device driver.

Logical blocks must be an even multiple of the physical block size of the device. On pHILE+ format volumes, the size of a logical block is defined by the pHILE+ configuration table entry **fc\_logbsize**. This parameter has a large impact on system performance. Within limits, a larger logical block size will reduce data scattering on a device and improve throughput as a result of fewer I/O operations. On MS-DOS volumes, the logical block size is fixed at 512 bytes. On CD-ROM volumes, the logical block size is fixed at 2048 bytes.

### 5.3.4 NFS Volumes

When used in conjunction with pRPC+ and pNA+ components, the pHILE+ file system manager offers NFS (Network File System) client services. This means that pSOSystem nodes can access files on remote

## Chapter 5. pHILE+ File System Manager

systems that support the NFS protocol (NFS servers) exactly as though they were on a local disk. The relationship is depicted in Figure 5-1.

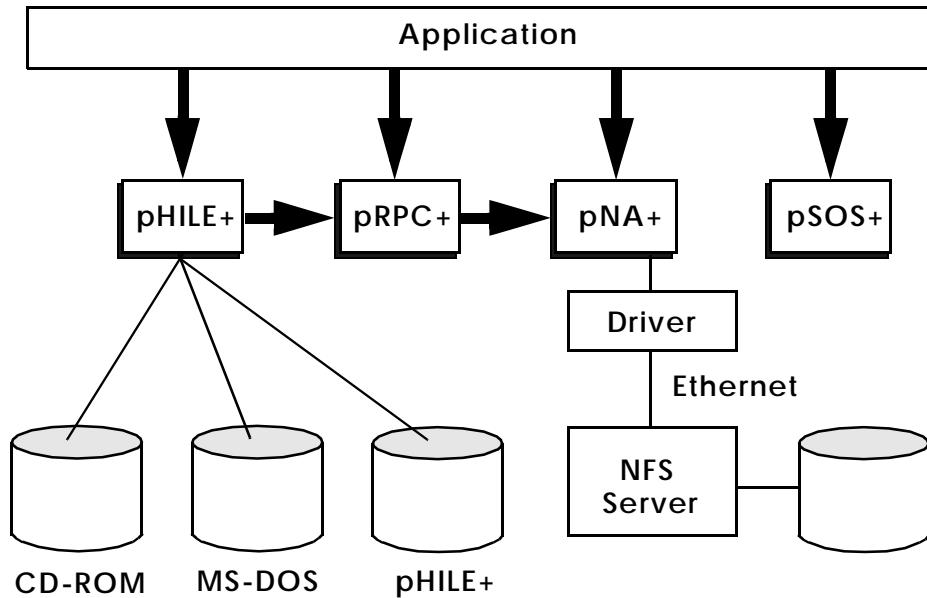


Figure 5-1. How Software Components Talk With NFS

To implement NFS, you must have these software elements:

- An application interface, to provide functions such as **open\_f()** and **close\_f()**. The application interface is provided by the pHILE+ file system manager.
- XDR services to put the data in a format that can be generally recognized, and Remote Procedure Calls to pass requests for NFS service to a server. The pRPC+ component provides RPC and XDR services.
- On the transport level, a socket interface that observes the User Datagram Protocol and the Internet Protocol, to carry the Remote Procedure Calls as UDP/IP messages for the server. pNA+ provides a UDP/IP transport for communication with a server.

For the most part, you treat remote and local files the same way. There are some differences, however, which you must understand when using NFS volumes.

When an NFS client (for example, the pHILE+ file system manager) requests services from an NFS server, it must identify itself by supplying a user ID, group ID, and hostname. These items are used by the server to accept or reject client requests. How these parameters are used depends on the server.

The hostname is a string of up to 31 characters and must be supplied in the pNA+ Configuration Table. The user ID and group ID are 32-bit numbers. Default values for these quantities are supplied in the pNA+ Configuration Table. They may also be examined and set for individual tasks by using the pNA+ **get\_id0** and **set\_id0** system calls, respectively.

The **nfsmount\_vol0** system call also has some unique features. When mounting an NFS volume, you must specify the IP address of an NFS server and the name of a directory on that server, which will act as the volume's root directory.

### 5.4 Files, Directories, and Pathnames

The pHILE+ file system manager defines two types of files: ordinary files and directory files. An ordinary file contains user-managed data. A directory file contains information necessary for accessing ordinary and/or other (sub)directory files under this directory.

Every volume contains at least one directory file called the ROOT directory. From it can emanate a tree structure of directories and ordinary files to an arbitrary depth. Of course, the ROOT directory might contain only ordinary files, yielding a common, one-level structure.

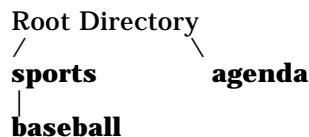
Files may not cross over volumes and therefore cannot be larger than the volumes on which they reside. Every file is uniquely identified by using a pathname. A pathname specifies a path through a directory structure that terminates on a target file or directory.

Pathnames are either absolute or relative. An absolute pathname always begins with a volume name and specifies a complete path through the directory tree leading to a file or directory. On local volumes, a filenumber can be used to start the complete path at any file or directory on the volume. (For more information on filenumbers, see section 5.7.1.2). In this case, the volume name must include a partition. The filenumber follows the partition separated by a dot. If a filenumber is not given the complete path starts at the volume's root directory.

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A relative pathname identifies a file or directory by specifying a path relative to a predefined directory on a predefined volume, together called the current directory. The current directory is unique for each task. It can be set and changed with the **change\_dir()** system call.

For examples of absolute pathnames, consider the following MS-DOS file system. For illustration, assume that the filenumber of the root directory is 0x10000 or 65536, the filenumber of directory **sports** is 0x1 or 1, the filenumber of file **agenda** is 0x2 or 2, and the filenumber of file **baseball** is 0x20003 or 131075. The **get\_fn()** system call is used to determine the actual filenumber.



This file system is on the example partitioned SCSI hard disk of section 5.3.2. The SCSI adapter device number is 4. The SCSI ID of the disk drive is 3. The file system is on partition 2. Some of the different ways of writing absolute pathnames of the two files and the two directories are described below:

File	Absolute Pathname	Components
Root	4.3.2/	Volume including partition, Filename
Root	4.3.2/.	Volume including partition, Filename
Root	4.3.2.65536/	Volume including partition, Filenumber, Filename
Root	4.3.2.0x10000/.	Volume including partition, Filenumber, Filename
<b>sports</b>	<b>4.3.2/sports</b>	Volume including partition, Filename

<b>File</b>	<b>Absolute Pathname</b>	<b>Components</b>
<b>sports</b>	4.3.2.65536/sports	Volume including partition, Filenumber, Filename
<b>sports</b>	4.3.2.1/.	Volume including partition, Filenumber, Filename
<b>agenda</b>	4.3.2/agenda	Volume including partition, Filename
<b>agenda</b>	4.3.2.65536/agenda	Volume including partition, Filenumber, Filename
<b>agenda</b>	4.3.2.2/.	Volume including partition, Filenumber, Filename
<b>baseball</b>	4.3.2/sports/baseball	Volume including partition, Filename
<b>baseball</b>	4.3.2.1/baseball	Volume including partition, Filenumber, Filename
<b>baseball</b>	4.3.2.0x20003/.	Volume including partition, Filenumber, Filename

An example of a relative pathname is **food/fruit/apples**. **apples** is a file in the directory **fruit**, which is in the directory **food**, which is a directory in the current directory.

**/stars/elvis** (note the leading slash) is another example of a relative pathname. In this case, the file **elvis** is in the directory **stars**, which is in the root directory on the volume defined by the current directory.

Rules for naming files and specifying pathnames vary according to the type of volume. On all volumes, however, the names containing only a single or double dot (. and ..) are reserved. A single dot refers to the current directory. A double dot refers to the parent of the current directory.

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### **5.4.1 Naming Files on pHILE+ Format Volumes**

On pHILE+ format volumes, a file is named by an ASCII string consisting of 1 to 12 characters. The characters can be either upper or lowercase letters, any of the digits 0 - 9, or any of the special characters . (period), \_ (underscore), \$ (dollar sign), or - (dash). A name must begin with a letter or a period. Names are case sensitive — ABc and ABC represent different files.

When a pathname is specified, the volume, directory, and filenames all are separated by either a forward slash (/) or a backslash (\). The following examples show permissible pathnames for files located on pHILE+ format volumes:

```
0.1/fruit/apples
apples
./apples
```

### **5.4.2 Naming Files on MS-DOS Volumes**

Files located on MS-DOS volumes are named according to standard MS-DOS naming conventions. Note the differences from the rules described above. MS-DOS filenames are not case sensitive (that is, abc and ABC name the same file). And, MS-DOS names have two parts: a filename and an extension. The filename can be from one to eight characters and the extension may be from zero to 3 characters. Filenames and extensions are separated by a dot (.). The characters can be either upper or lowercase letters, any of the digits 0 - 9, or any of the special characters = (equal sign), \_ (underscore), ^ (caret), \$ (dollar sign), ~ (tilde), ! (exclamation point), # (number sign), % (percent sign), & (ampersand), - (hyphen), {} (braces), @ (at sign), ' (single quotation mark), ' (apostrophe), () (parentheses).

When a pathname is specified, the volume, directory, and filenames all are separated by either a forward slash (/) or a backward slash (\). The following examples show permissible pathnames for files located on MS-DOS formatted volumes:

```
0.1/fruit/apples.0
apples.new
./apples
```

The MS-DOS file system treats a pathname that begins with a digit as absolute if the path component is a valid, currently mounted pSOSystem logical device name (see section 5.3.2). Otherwise, the system treats the pathname as relative.

### 5.4.3 Naming Files on NFS Volumes

On NFS volumes, a file is named by a sequence of up to 64 characters. All characters except backslash (\) and null are allowed. Filenames and directory names are separated in pathnames by forward slashes (/). If the pHILE+ file system manager encounters a symbolic link while traversing an NFS pathname, it recursively expands the link up to three levels of nesting.

### 5.4.4 Naming Files on CD-ROM Volumes.

A filename on a CD-ROM volume consists of characters from the following set:

**0 - 9, A - Z, \_, !, #, \$, %, &, 0, -, ., =, @, ^, ‘, ’, {, }**

On a CD-ROM volume, letters are upper-case. You can specify names for a filename in lower-case, but the system maps them to upper-case. The maximum length for a filename is 31 characters.

The CD-ROM file system treats a pathname that begins with a digit as absolute if the path component is a valid, currently mounted pSOSystem logical device name (see section 5.3.2). Otherwise, the system treats the pathname as relative.

As a special case, the file name **\_VOLUME.\$YS\$** in the root directory is used to read the *primary volume descriptor*, which is the starting point for locating all information on the volume. For a detailed description of **\_VOLUME.\$YS\$**, refer to the **open\_f0** system call description in *pSOSystem System Calls*.

## 5.5 Basic Services for All Volumes

This section describes basic services that can be used with all types of volumes. For detailed descriptions of the system calls discussed in this section, see the system calls reference.

### 5.5.1 Opening and Closing Files

Before a file can be read or written, it must be opened with the **open\_f0** system call. **open\_f0** accepts as input a pathname that specifies a file, and a mode parameter, which has meaning only when opening files

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located on NFS volumes. **open\_f0** returns a small integer called a file ID (FID) that is used by all other system calls that reference the file.

A file may be opened by more than one task at the same time. Each time a file is opened, a new FID is returned.

When a file is opened for the first time, the pHILE+ file system manager allocates a data structure for it in memory called a file control block (FCB). The FCB is used by the pHILE+ file system manager to manage file operations and is initialized with system information retrieved from the volume on which the file resides.

All subsequent open calls on the file use the same FCB; it remains in use until the last connection to the file is closed. At that time, the FCB is reclaimed for reuse. The **close\_f0** system call is used to terminate a connection to a file; it should be used whenever a file connection is no longer needed.

At pHILE+ startup, a fixed number of FCBs are created, reflecting the maximum number of permissible concurrently open files specified in the pHILE+ Configuration Table entry **fc\_nfcb**.

In addition to the FCB, the pHILE+ file system manager uses a system data structure called an open file table to manage open files. Every task has its own open file table, which is used by the pHILE+ file system manager to store information about all of the files that have been opened by that task. Each entry in an open file table controls one connection to a file. The FID mentioned above is actually used to index into a task's Open File Table.

The size of these open file tables is specified in the pHILE+ Configuration Table entry **fc\_ncfile**. This parameter sets a limit on the number of files which a task can have open at the same time.

Figure 5-2 on page 5-21 shows the relationship between the system data structures discussed in this section.

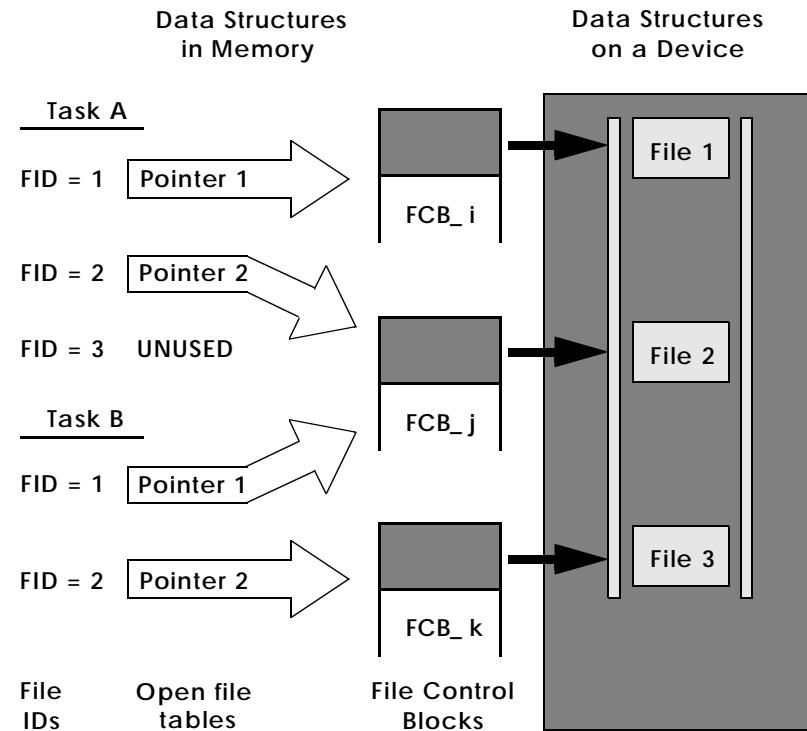


Figure 5-2. The Relationship Among a File ID, a File Control Block, and a File

### 5.5.2 Reading And Writing

Once a file is open, it may be read or written with the **read\_f0** and **write\_f0** system calls, respectively.

**read\_f0** accepts as input an FID identifying the file to read, the address of a user data buffer to receive the data, and the number of bytes to read. Data transfer begins at the byte indicated by the position pointer, as explained in the next section.

**read\_f0** returns the number of bytes transferred from the file to the user's buffer. If this value is less than the number requested and the return code does not indicate that an error occurred, then the end-of-file has been reached. Attempting to read beyond the end-of-file is not considered an error.

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The **write\_f0** system call is used to write data to a file. **write\_f0** is similar to **read\_f0**. It accepts as input an FID to identify a file, the address of a user data buffer containing data, and the number of bytes to transfer. Data transfer begins at the byte indicated by the position pointer, as explained in the next section. **write\_f0** always transfers the number of bytes requested unless the target volume runs out of space or an error occurs.

### 5.5.3 Positioning Within Files

From the user's point of view, a file is a numbered sequence of bytes. For example, if a file contains 210 bytes, they are numbered 0 through 209.

For every connection established by **open\_f0**, the pHILE+ file system manager maintains a position pointer that marks the next byte to read or write. The position pointer is a 32-bit unsigned integer and is initialized to 0 by **open\_f0**. Every read or write call advances the position pointer by the number of bytes transferred by that operation. In this way, a file can be read or written sequentially. The position pointer will be equal to the number of bytes in the file when the end-of-file is reached. In the example cited above, the position marker will be 210 after the last byte is read.

The **lseek\_f0** system call can be used to relocate a position pointer. **lseek\_f0** accepts three input parameters. The first parameter is an FID used to specify a file. The second parameter is an offset that specifies the number of bytes by which the position pointer should be "moved."

The third parameter specifies that the move should be relative to one of the following:

- The beginning of file
- The end of file
- The current position

The pHILE+ file system manager does not allow positioning beyond the end of a file. Any attempt to do so results in an error code being returned. The position pointer is left unchanged.

### 5.5.4 Creating Files and Directories

Because of the differences between ordinary files and directory files, separate system calls are provided for creating files and directories. The **create\_f0** system call is used to create an ordinary file. **make\_dir0** is used to create directories. When an ordinary file is created, an entry for it is added to its parent directory. Both ordinary and directory files are initially empty.

When creating an ordinary file on a pHILE+ format volume, you must specify an *expansion unit*. This parameter controls the incremental growth of the file. Details on this parameter can be found in section 5.7.2.5.

Because of the read-only operation of CD-ROM volumes, the CD-ROM file system does not support creation of files and directories.

### 5.5.5 Changing Directories

The current directory for a task can be set and altered using the **change\_dir0** system call. **change\_dir0** accepts as input a pathname specifying the new directory. This pathname can be either an absolute or relative pathname. Once the new directory is set, all subsequent relative pathnames are interpreted with respect to the new current directory.

The pHILE+ file system manager does not assume a default current directory for any task. If a task intends to use relative pathnames, then it must call **change\_dir0** at least once.

On pHILE+ format volumes, the current directory may be deleted. The results of using a relative pathname after the current directory has been deleted is unpredictable and should never be attempted.

### 5.5.6 Moving and Renaming Files

The **move\_f0** system call allows a volume's directory tree structure to be modified by moving a file from one directory to another. On MS-DOS volumes, only ordinary files may be moved. On pHILE+ format volumes and NFS volumes, ordinary and directory files may be moved. CD-ROM files cannot be moved or renamed. When a directory is moved, all of the files and subdirectories are also moved.

**move\_f0** can be used to rename a file by “moving” it within the same directory. Actually, **move\_f0** is a misnomer, because **move\_f0** never really moves data, it only manipulates directory entries.

Files may not be moved between volumes.

### 5.5.7 Deleting Files

Ordinary and directory files may be deleted (removed) by using the **remove\_f0** system call. A file may not be removed if it is open or if it is a non-empty directory file. On a CD-ROM file system, a file cannot be deleted.

## 5.6 Special Services for Local Volume Types

This section discusses some internal implementation issues that are relevant only for local volumes (that is, not NFS volumes). Understanding the material in these sections can help you improve the performance of your system.

### 5.6.1 get\_fn, open\_fn

Each time a file is opened, the pathname must be parsed and the directories searched. If the pathname traverses many levels of the directory tree, or if any directory in the path contains a large numbers of files, then a directory search can be time-consuming. Most applications open files infrequently, and the directory search time in such cases is unimportant. However if the same file must be frequently opened and closed, the parsing and searching overhead can be substantial.

On pHILE+, CD-ROM, and MS\_DOS formatted volumes, an alternate method of opening a file, **open\_fn0**, bypasses all parsing and directory searching. Rather than providing a pathname, the calling task can provide the file number. The **get\_fn0** call is used to obtain the file number. **get\_fn0** accepts a pathname as input and returns the file number of the corresponding file. **get\_fn0** followed by an **open\_fn0** is functionally equivalent to an **open\_f0** call. If the file is to be opened many times, it is more efficient to call **get\_fn0** once, and then use **open\_fn0** whenever the file must be opened.

A second and less obvious advantage of **get\_fn0** and **open\_fn0** involves reusing pathnames. Often a pathname must be saved so a file can be reopened later. If a file is deeply nested, its pathname can be quite long

and may consequently require a significant amount of memory for storage. Even worse, if a saved pathname is expressed relative to a current directory and the current directory changes before the file is reopened, the operation will fail or the wrong file will be opened.

In these cases, the pathname can instead be converted into a file number. The file can be (re)opened at a later time, independently of the current directory.

### 5.6.2 Direct Volume I/O

While a volume's data is usually accessed through the directory organization provided by the pHILE+ file system manager, certain applications may need to access data via its logical address on the volume.

Two pHILE+ system calls, **read\_vol()** and **write\_vol()**, allow you to access data on a local volume by block address. Any number of bytes may be accessed, beginning at any byte within any logical block on a volume.

These calls provide two advantages compared to calling the appropriate device driver directly, which bypasses the pHILE+ file system manager entirely. First, if the volume has been mounted with some synchronization mode other than immediate write, data recently written to the volume may still be memory-resident, not having yet been flushed to the device. Calling the driver directly would not read the latest copy of such data. Worse, data written directly to the volume could be overwritten by cache data and thus lost entirely.

**read\_vol()** and **write\_vol()** can read/write portions of a block. All the necessary caching and blocking/deblocking will be performed by the pHILE+ file system manager as required. Thus **read\_vol()** and **write\_vol()** allow a device to be accessed as a continuous sequence of bytes without regard for block boundaries.

NOTE: **read\_vol()** is available for all local volumes. **write\_vol()** is available for all local volumes except CD-ROM, which is read-only.

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### 5.6.3 Blocking/Deblocking

From the user's point of view, a file is a sequence of bytes. Internally, however, the pHILE+ file system manager implements a file as a sequence of logical blocks, and interacts with your driver in units of blocks. Therefore, for each user I/O request, the pHILE+ file system manager must map the requested data bytes into logical blocks. On top of this, your device driver must, in turn, translate logical blocks into physical storage units. This process of translating bytes into blocks is called *blocking* and *deblocking*. The following scenarios illustrate how blocking and deblocking work.

When a **read\_f()** operation requests bytes that are within a block, the pHILE+ file system manager reads the entire block and then extracts the referenced bytes from it (deblocking).

When a **write\_f()** operation writes bytes that are within a block, the pHILE+ file system manager reads the entire block, merges the new data into it (blocking), and then writes the updated block back to the volume.

When a **read\_f()** or **write\_f()** operation references bytes that fit into an entire block or blocks, the pHILE+ file system manager transfers the bytes as entire block(s). No blocking/deblocking is necessary.

When a **read\_f()** or **write\_f()** operation references bytes that straddle multiple blocks, the operation is broken down into separate actions. The bytes at the beginning and end of the sequence will require blocking/deblocking. The bytes that fill blocks in the middle of the sequence, if any, are transferred as entire blocks.

Note that read and write operations are most efficient if they start at block boundaries and have byte counts that are integral multiples of the block size, because no blocking/deblocking is required.

### 5.6.4 Cache Buffers

The pHILE+ file system manager maintains a pool, or cache, of buffers for blocking/deblocking purposes. The number of cache buffers in your system is determined by the pHILE+ Configuration Table entry **fc\_nbuf**. The size of the buffers in the buffer cache is determined by the pHILE+ Configuration Table entry **fc\_logbsize**. Each buffer, when in use, holds an image of a logical block. A buffer can contain ordinary file data, directory file data, or system data structures. To improve system performance, the pHILE+ file system manager uses the buffers as an in-memory cache for data recently retrieved from a device.

When the pHILE+ file system manager needs to access a logical block, it first checks to see if an image of the block is contained in a cache buffer. If yes, the pHILE+ file system manager simply works with the cache buffer in memory. There is no need for a physical I/O operation, thus improving performance.

Buffers in the cache are maintained using a least-recently-used algorithm. This means that if the pHILE+ file system manager needs to use a buffer and they are all in use, then the buffer that has been untouched the longest, regardless of volume, is reused.

Before reusing a buffer, the pHILE+ file system manager must test to see if the data in the buffer has been modified (e.g. because of a **write\_f0** operation). If the data has been changed, then the pHILE+ file system manager must call your driver to transfer the buffer's data to the volume before it can be reused. If the buffer has not been modified (for example, the data was only read), then the data on the volume is identical to that in the buffer, and the buffer can be reused.

It is worth noting that the pHILE+ file system manager bypasses the buffer cache, if possible, to increase performance. If a read or write call involves all of the bytes within a block, then the pHILE+ file system manager requests your driver to transfer the data directly between the volume and the user buffer specified in the system call. The buffer cache will be bypassed.

The following example illustrates how the pHILE+ file system manager utilizes the buffer cache. The pHILE+ file system manager receives a **write\_f0** request for a sequence of bytes that covers 6 blocks, as follows (see Figure 5-3 on page 5-28):

- The operation starts in middle of block 24, which is not in a cache. A cache buffer is obtained, and block 24 is read into it via a physical read operation. Then the respective bytes are copied from the user buffer into the cache buffer.
- Blocks 25 and 26 are not in a cache. Because they are contiguous, a single physical write operation is used to write the bytes from the user buffer to blocks on the volume.
- Block 27 is in a cache buffer, so bytes are transferred to it, overwriting its old data.
- Block 28 is not in a cache, so a physical write operation is used to write the bytes to the block on the volume.

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- Block 29 is in a cache buffer, so the respective bytes are copied into it.

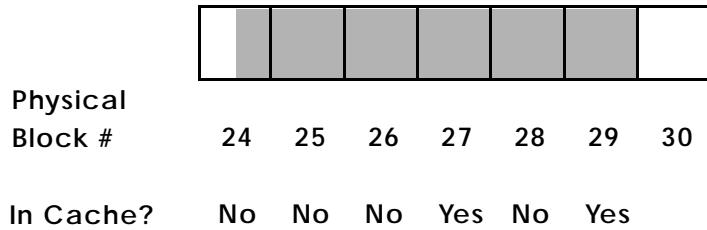


Figure 5-3. Blocking Factors and Cache-Buffering

### 5.6.5 Synchronization Modes

Because of the buffer cache, a pHILE+ or MS-DOS format volume might not always contain the most recent data. The data in a cache buffer might have been modified, but not written to disk. If a hardware failure occurs before the disk is updated, the data will be lost.

A similar situation can arise with the system data structures used by the pHILE+ file system manager to manage a volume (for example, FCBs, FATs, bit maps, and so forth). To reduce the number of disk accesses required during normal operation, copies of certain system data structures normally residing on volumes are maintained in memory. In this case, if a hardware failure occurs before the pHILE+ file system manager updates a volume, then the volume will be corrupted.

To deal with these situations, and at the same time to accommodate different application requirements for security and performance, the pHILE+ file system manager provides three synchronization modes that dictate when a volume is updated. A fourth synchronization mode is also provided (Read-Only) which does not dictate when a volume is updated. The synchronization mode is selected when a volume is mounted. The four possible modes are described in Table 5-2.

Table 5-2 Possible Modes for Synchronization

Mode/Mnemonic	Effect	Trade Off
Immediate-Write/ SM_IMMED_WRITE	All changed data is flushed immediately.	High security, low performance.
Control-Write/ SM_CONTROL_WRITE	Flush only control data that changed.	Medium security, medium performance.
Delayed-Write/ SM_DELAYED_WRITE	Flush data only as required.	Low security, high performance.
Read-Only/ SM_READ_ONLY	Writes to the volume are disallowed.	N/A

#### 5.6.5.1 Immediate-Write Mode

When a volume is mounted with the immediate-write mode, cache buffers and in-memory system data structures are flushed (that is, written to the volume) whenever they are modified.

Immediate-write mode is equivalent to calling `sync_vol()` (explained below) after every pHILE+ operation. Unfortunately, system throughput can be significantly impacted because every write operation results in at least two I/O transactions: one for a cache buffer and one for system data. When using this mode, you should avoid writing less than a block of data with one `write_f()` system call. You should collect data in a local buffer and write at least one block at a time.

#### 5.6.5.2 Control-Write Mode

When a volume has been mounted with control-write mode, every time an in-memory system data structure is modified, it is flushed to disk. For example, if the contents of a File Control Block is changed, it is flushed. User data, however, is not flushed immediately and may linger in a cache buffer for an indefinite period of time.

Control-write mode provides the same level of volume integrity as immediate-write mode, but provides less protection for your data in the event of a system failure. Its use, however, can significantly improve

throughput. The difference is most dramatic when the application is performing **write\_f()** operations involving small numbers of bytes.

### 5.6.5.3 Delayed-Write Mode

When a volume has been mounted with delayed-write mode, the pHILE+ file system manager flushes memory-resident data only when required by normal operation. File Control Blocks are flushed only when a file is closed or a volume is synchronized. Cache buffers are flushed only when they are reused, a volume is synchronized, or a volume is unmounted.

The delayed-write mode is the most efficient of the three modes because it minimizes I/O. When using this mode, however, a system failure may leave a volume with inconsistent system data structures and old user data.

Delayed-write mode is a reasonable choice when high throughput is required. Normally, using the **sync\_vol()** system call periodically is sufficient to maintain a consistent volume.

### 5.6.5.4 Read-Only Mode

This mode prevents writing to the volume. Only system calls that do not write to the volume are allowed. All supported system calls that write to the volume abort and return the **E\_RO** error. Unsupported system calls still return their usual error code.

This synchronization mode is the only one supported on CD-ROM volumes. However, it can be used on any local volume.

## 5.6.6 sync\_vol

The **sync\_vol()** system call copies the contents of the cache buffers and all in-memory system data structures to a volume. **sync\_vol()** is automatically executed when a volume is unmounted. It is not needed for a volume if the volume is mounted with immediate write mode.

## 5.7 pHILE+ Format Volumes

This section discusses how pHILE+ format volumes are organized and the special system calls available only for pHILE+ format volumes.

### 5.7.1 How pHILE+ Format Volumes Are Organized

As mentioned in Section 5.6.3, “Blocking/Deblocking,” a pHILE+ format volume consists of a sequence of logical blocks. Several blocks per volume are dedicated to hold management information for the volume. These blocks are accessed directly by the pHILE+ file system manager without going through normal file operations.

The management blocks are defined as follows:

BOOTLOAD	The first and second blocks (0 and 1) are never used by the pHILE+ file system manager. They are reserved in case a bootstrap loader is needed for the volume.
ROOTBLOCK	Block 2 is always used as the root block for a volume. This block contains all information needed by the pHILE+ file system manager to locate other vital information on the volume.
ROOTDIR	Block 3 is always used to hold the first block of the root directory for the volume. As the root directory grows, additional blocks are allocated dynamically as required.
BITMAP	This contiguous sequence of blocks is used to hold the bitmap for the volume, which uses bits to indicate what blocks are free. Its size and location are determined by parameters that you supply when you initialize the volume.
FLIST	This contiguous sequence of blocks is used to hold the file descriptors for the volume. It is positioned immediately following the bitmap. Its size is determined by parameters you supply when you initialize a volume.

Thus, a volume has four initial data structures containing vital internal management data. Before a volume can be used, it must be initialized using the **init\_vol0** call, described in the system calls reference. **init\_vol0** builds the root block, the root directory, the bitmap, and the FLIST structures on the volume. See the **init\_vol0** call description in *pSOSystem System Calls* for C language definitions of these data structures.

The bitmap can be placed anywhere on a volume and it is always followed by the FLIST. They need not be contiguous with the root block, root directory or any other data structure on the volume. Because the bitmap is used during write operations, and FLIST is used extensively during all file creation and connection, overall volume access can be improved by careful placement of these structures.

### 5.7.1.1 The Root Block

The root block is the starting point from which the pHILE+ file system manager locates all other data on the volume. For this purpose, it contains the:

BITMAP_ADDRESS	The starting block number of the volume bitmap
FLIST_ADDRESS	The starting block number of FLIST
DATA_ADDRESS	The starting block number of data space (See section 5.7.1.5.)

In addition, the root block contains the following information about the volume:

INIT_TIME	The time and date of volume initialization
VOLUME_NAME	The volume label
VOLUME_SIZE	The volume size in blocks
NUMBEROF_FD	The number of file descriptors (that is, the FLIST size)
VALIDATE_KEY	Volume initialization successful

### 5.7.1.2 The Root Directory

The volume's root directory is a directory file that forms the starting point from which the pHILE+ file system manager locates all other files on a volume. From the root directory emanates the tree structure of (sub)directories and ordinary files. In the simplest case, the root directory contains only ordinary files, thus yielding a one-level directory structure common in less sophisticated file systems.

Immediately after a volume has been initialized, its root directory contains two files: **FLIST.SYS**, which is the volume's list of file descriptors, and **BITMAP.SYS**, which is the volume's map of occupied blocks.

As with any user file, ordinary or directory, the root directory is expanded automatically by the pHILE+ file system manager, as required. For directory files, such expansion occurs one block at a time, and the blocks are generally not contiguous. Contiguous expansion of directory files can be achieved using the **annex\_f0** system call described in *pSOSystem System Calls*.

### 5.7.1.3 The Volume Bitmap

A volume's bitmap is actually a system file. It is read-only; it performs the critical function of tracking the usage of each block on the volume. One bit is used to tag each block in the volume. If a block is allocated to a file, then the corresponding bit is set to 1. If a block is free, the corresponding bit is 0.

The size of the bitmap is determined by the size of the volume. Thus, for example, if the volume has 32K blocks, then the bitmap uses 32K bits or 4 Kbytes. If block size is 1 Kbyte, then 4 blocks are allocated for this bitmap.

Immediately after a volume has been initialized, its bitmap shows blocks used by the bootloader, the root block, the bitmap itself, and **FLIST.SYS**.

The bitmap can be read as `<volume>/BITMAP.SYS`. This file is write-protected, and hence cannot be written to directly or deleted.

### 5.7.1.4 The File Descriptor List

Every file, whether it is an ordinary or directory file, requires a control structure called a file descriptor (FD). Each volume contains its own list of file descriptors, called the FLIST, which is stored in a contiguous sequence of blocks. More details about file descriptors are in section 5.7.2.2.

You specify the number of file descriptors in the FLIST when you initialize a volume. Each file descriptor is 128 bytes long. Therefore, if the number of file descriptors specified is 100, the FLIST occupies 12800 bytes, or 13 blocks if the block size is 1 Kbyte.

Note that if the number of file descriptors on a volume is specified as  $n$ , then the maximum number of user-created files that can exist on the volume is  $n$ . The number of file descriptors created will actually be  $(n + 4)$ , because four internal system files are always present: the root directory (/), **/BITMAP.SYS**, **/FLIST.SYS**, and a reserved null file. These system files are write-protected, and cannot be written to directly or deleted.

### 5.7.1.5 Control and Data Block Regions

pHILE+ format volumes recognize two types of file blocks: control blocks and data blocks. Control blocks contain pHILE+ data structures such as:

- The bootload (blocks 0 and 1)
- The root block (block 2)
- The bitmap
- The FLIST
- All directory file blocks
- Indirect and index blocks

Indirect and index blocks are used with extent maps and are explained in section 5.7.2.7.

Data and control blocks can be either intermixed or partitioned. Partitioning control and data blocks is a unique feature of pHILE+ format volumes and makes the pHILE+ file system manager capable of working with write-once devices. When a partition is used, the logical address space of a volume is divided into two regions: one for control blocks and

one for data blocks. Using this method, control blocks can be temporarily maintained on an erasable media while data blocks are written on a write-once device. After the data partition of a volume is filled, the information from the control blocks that had been on erasable media can be transferred to the write-once device, where it is permanently recorded.

Intermixing control and data blocks means that your data and pHILE+ data structures will be written randomly on a device.

The manner in which control and data blocks are organized on a volume is determined when the volume is initialized. One of the input parameters to **init\_volid** specifies the starting block number of the volume's data blocks. If 0 is specified, then the data and control blocks are intermixed. Otherwise, data blocks begin at the specified block. The starting data block number must be divisible by eight. For example, if a data block starting number of 200 is specified on a volume containing 5000 blocks, then blocks 2 - 199 (recall blocks 0 and 1 are not used by the pHILE+ file system manager) are control blocks and blocks 200 - 4999 are data blocks.

### 5.7.2 How Files Are Organized

A file is a collection of blocks that contain data, a file descriptor that contains control information, and an entry in a parent directory file.

The following sections outline how files are constructed and how data in them is used.

#### 5.7.2.1 The File Number

Externally, a file is specified by its pathname. Internally, the pHILE+ file system manager converts this pathname into a corresponding file number, which is indexed. With this file number, the pHILE+ file system manager accesses a file descriptor, and uses its content to perform the necessary operations on the file. You normally do not use the file number externally as a file ID. A call such as **create\_f0**, for example, returns an external file ID, not the internal, proprietary file number. However, file numbers are used in the **get\_fn0**, **read\_dir0**, and **open\_fn0** system calls.

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### 5.7.2.2 The File Descriptor

Each file descriptor is 128 bytes and contains the following information:

- The logical file size in bytes
- The physical file size in blocks
- The file type: directory or ordinary, system or data
- The time of last modification
- The file's expansion unit
- The file's extent map.

### 5.7.2.3 File Types

There are two type attributes associated with a file. A file may be an ordinary or a directory file, and it may be a system file or a data file. Ordinary and directory files were discussed above.

System files are created by the pFILE+ file system manager when a volume is initialized. There are three system files per volume:

/BITMAP.SYS	The volume's bitmap
/FLIST.SYS	The volume's FLIST
/	The volume's root directory

Because system files contain vital data structures, they are protected against user removal and modification. Reading, however, is allowed.

### 5.7.2.4 Time of Last Modification

The pFILE+ file system manager maintains the time at which a file was last modified. This field is initialized when a file is created; thereafter it is updated whenever a file is written, or when blocks are annexed to the file.

### 5.7.2.5 The File Expansion Unit

If a **write\_f()** operation extends past the current physical size of a file, the pFILE+ file system manager will automatically expand the file to hold the new data. This type of file expansion is governed by the following considerations.

When a file is created, you supply a parameter called an expansion unit that determines the minimum expansion increment to use during **write\_f0** operations. This parameter specifies the minimum number of physically contiguous blocks the pHILE+ file system manager attempts to allocate when additional space is required by file. This is a lower-bound number, because the number of blocks allocated is actually determined by either the expansion unit, or the number of blocks needed to satisfy the current **write\_f0** operation, whichever is greater.

### 5.7.2.6 Extents

A file is treated simply as a sequence of logical blocks. Each such block corresponds to a physical block on the volume. Because the physical blocks that comprise a file may be scattered throughout a volume, the pHILE+ file system manager implements a structure called an *extent* to keep track of a file's blocks, and hence its data.

An extent is a sequence of physically contiguous blocks. An extent consists of one or more blocks; similarly, a file with data consists of one or more extents.

A file can acquire an extent in one of two ways:

- During a **write\_f0** operation, when a file is expanded; or
- During an **annex\_f0** operation

These operations also might *not* produce a new extent, because the pHILE+ file system manager may merge the newly allocated blocks into an existing extent (logically the last extent) if the new blocks are contiguous with that extent.

An extent is described by an extent descriptor:

< starting block number, number of blocks >

which identifies the physical address of the blocks that make up the extent.

### 5.7.2.7 The Extent Map

The *extent map* for a file is a list of its extent descriptors. For reasons of efficiency, this map is organized by layers of indirection.

The first 10 extent descriptors are located in the file's file descriptor. Additional extent descriptors, when needed, are stored in indirect blocks. Each indirect block is a physical block that contains up to  $n$  extent descriptors. Because an extent descriptor is 8 bytes, the number  $n$  of extent descriptors that can be held in an indirect block is  $(\text{blocksize} / 8)$ . For example, if blocksize is 1 Kbyte, then  $n$  is 128. Indirect blocks are allocated as needed for each file.

Each indirect block is addressed via an indirect block descriptor which is also a pair of words:

**< starting block number, last logical block number + 1 >**

where the first item is a physical block number, and the second item is the logical number (+ 1) of the last block contained in this indirect block of extent descriptors. This last number is useful for quickly determining whether an indirect block needs to be searched while locating a particular logical block within a file.

The indirect block descriptor for the first indirect block, if needed, is held in a file descriptor. If more than one indirect block is needed, as in the case of rather large and scattered files, then the second through  $(n + 1)$ th indirect block descriptors are held in an index block.

If allocated, this index block will contain up to  $n$  indirect block descriptors. Again, because each indirect block descriptor is 8 bytes long, the number  $n$  of indirect block descriptors in the index block is equal to  $(\text{blocksize} / 8)$ . For example, if blocksize is 1 Kbyte, then this number will be 128. The physical block address of the index block is contained in a file descriptor. A file can have only one index block.

The structure of the extent map ensures that, in the worst case, no more than two block accesses are needed to locate an extent descriptor. Moreover, the cache buffers will tend to retain frequently used index and indirect blocks.

This extent map structure clearly favors file contiguity. For example, if a file can be covered in fewer than 10 extents, then access to any of its data can be accomplished via the file descriptor alone.

The extent map will hold up to  $[n * (n + 1) + 10]$  extents, where  $n$  is  $(\text{blocksize} / 8)$ , as above. For example, if blocksize is 1 Kbyte, then the maximum number of extents per file is  $[(128 * 129) + 10]$ , or 16522. In the worst case of 1 block per extent, a file can contain 16522 blocks, or 16 megabytes of data. However, because the pHILE+ file system manager contains both implicit and explicit features to “cluster” many blocks into a single extent, the number of extents required to map a file is usually very much smaller. In fact, even for a very large file, the number of extents needed to map the file rarely exceeds 100.

Figure 5-4 on page 5-40 illustrates an example of an extent map layout.

### 5.7.3 Data Address Mapping

The pHILE+ file system manager allows you to access file content down to individual bytes. For each file access, the pHILE+ file system manager performs a number of address translations that convert or map your stretch of data into a volume block or blocks.

As an example of file content access, consider a file with three extents. Assume its file descriptor’s extent map looks like the following:

**(060,5)**

**(789,2)**

**(556,1)**

That is, the file has 8 blocks. Assume that block size is 1 Kbyte. If a read call requests 100 bytes, starting at byte number 7000, the request is processed by the pHILE+ file system manager as follows:

1. Byte 7000 divided by 1024 = 6, remainder = 856.
2. Logical file block 6 is needed, because blocks are numbered from 0.
3. According to extent map, block #6 is the 2nd block in the extent (789,2).
4. The pHILE+ file system manager calls your driver to read volume block #790.
5. The pHILE+ file system manager extracts bytes 856 to 955 from the 1024 bytes that were read in.

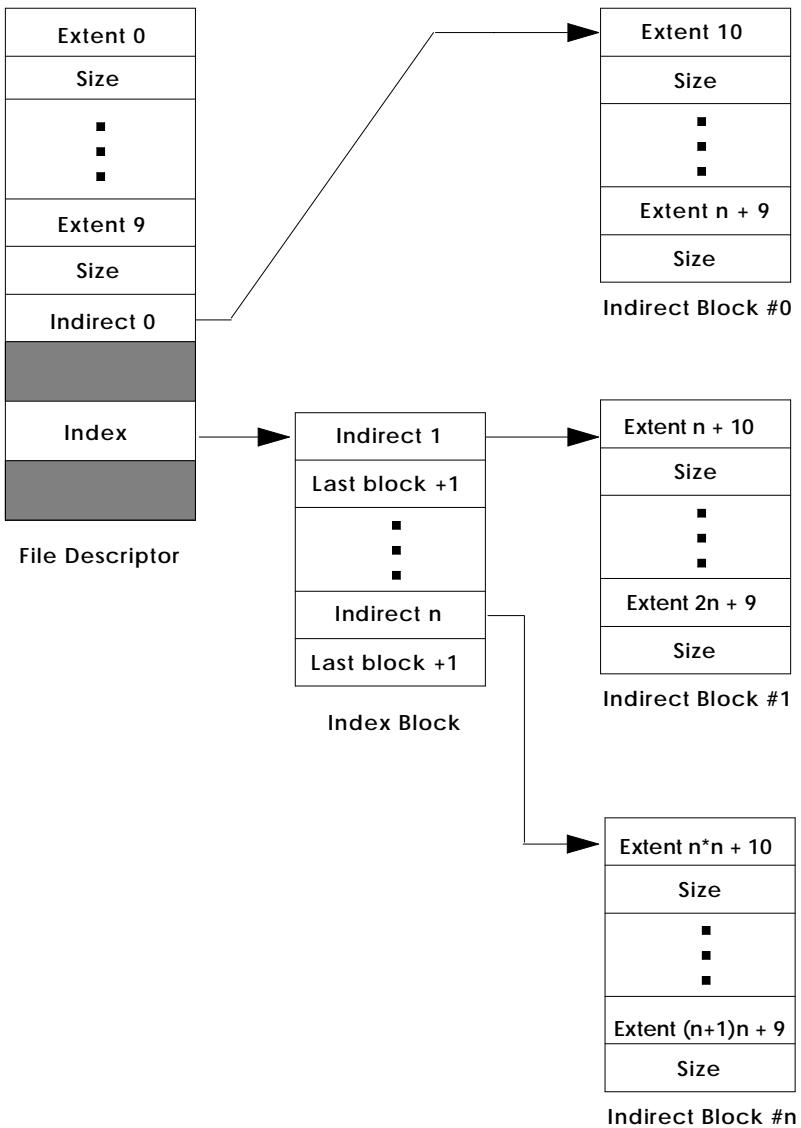


Figure 5-4. The Layout of an Extent Map

### 5.7.4 Block Allocation Methods

Because blocks are the basic unit of the pFILE+ volume, block allocation algorithms are extremely important to system throughput. Blocks must be allocated whenever:

- A **write\_f0** extends the logical size of a file beyond the file's physical size.
- An **annex\_f0** call is made.
- A new block must be added to a directory to accommodate a new entry. This can happen on a **create\_f0**, **make\_dir0**, or **move\_f0** call.
- An indirect or index block must be added when a new extent is added to a file. This can happen whenever blocks are allocated — for whatever reason.

When more blocks are needed, the pFILE+ file system manager first determines the allocation size. This is the ideal size of the extent to be allocated. The allocation size for each case above is determined as follows:

#### **Case 1: write\_f0 Extends a File**

When extending an ordinary file to write data from a **write\_f0** call, the allocation size is the larger of the number of blocks needed for the data and the expansion unit that you specified when the file was created. For example, assume that a **write\_f0** call requires two blocks. If the file was created with an expansion unit of five blocks, then the allocation size will be five blocks. On the other hand, if the file's expansion unit is one, then the allocation size will be two blocks.

#### **Case 2: annex\_f0 Extends a File**

The allocation size is a parameter of the **annex\_f0** call and is thus provided by the calling task.

#### **Case 3: A New Entry Extends A Directory File**

Directories have the following properties:

- They grow one entry at a time;
- Each entry is 16 bytes long; and,
- There is no expansion unit associated with a directory

For all of these reasons, the directory allocation size is always one block.

### Case 4: An Indirect or Index Block Is Needed

These are always single blocks, so the allocation size is one block. Indirect and index blocks are explained below.

After selecting the allocation size, the pHILE+ file system manager chooses the block type. Ordinary files use data blocks, while pHILE+ data structures use control and data blocks.

The block type is used to decide where in the volume to search for free space. If the volume was partitioned into data and control regions during initialization, which is explained in more detail below, only the relevant portion of the volume will be used.

The search does not always start with the first block in the appropriate region. Rather, the pHILE+ file system manager will start searching in the bitmap of the block last referenced. This increases the chance of scanning a block in the cache, and thus enhances throughput.

The search involves locating the first unused extent containing at least the required number of blocks. This search can have three outcomes:

1. A sufficiently large extent is found and allocated, in which case the search is successfully completed. If the length of the extent is greater than the allocation size, the extent will be split.
2. No extents equal to or greater than the allocation size are found. In this case, the pHILE+ file system manager will allocate the largest remaining extent in the appropriate region. If the calling function is `annex_f()`, the number of blocks actually allocated is returned to the caller. If a `write_f()` is executed, a new allocation size is calculated (depending on the number of blocks not yet allocated) and the operation is repeated. That way, one `write_f()` call can add several extents to a file.
3. The volume is full (no free blocks). In this case, a “volume full” error is returned to the calling task.

The time to read and write to a file depends on how fragmented the file is. A file fragmented into many small and scattered extents will take more time to access than a file consisting of fewer and larger extents. If a file can be compacted into 10 or fewer extents, then all of the file’s data blocks can be identified using an extent map stored in the File Control Block. This is the optimal case. If a file has more than 10 extents, indirect blocks or index blocks must be used, which reduces access times.

Some attention should be given to a file's expansion unit specification, which is described in section 5.7.2.5. A larger expansion unit results in higher throughput, but may waste disk space, because some blocks may not be used. On the other hand, a smaller expansion unit uses disk space more efficiently, but may cause fragmentation. This fragmentation will be a function of:

- The average number of bytes written per `write_f0`;
- The number of `annex_f0` calls used; and,
- Concurrent file activity; that is, how many tasks are using the volume at the same time.

When the pHILE+ file system manager needs to add blocks to a file, it always checks to see if the new blocks can be merged into the last extent used.

### 5.7.5 How Directories Are Organized

Directories implement the hierarchical file structure of the pHILE+ file system manager. A volume's directory tree structure is built on top of, but also out of, the basic data file structure. That is, directory files are treated in almost all respects as ordinary data files. Directory files hold data about their children, and the parent of a directory will hold data about the directory. A directory file contains an array of entries. Each entry describes a file in the directory. An entry is nothing more than a 2-tuple, as follows:

**Entry:** < *filenumber*, *filename* >.

*filenumber* is the number of the file and *filename* is its name. Each directory entry uses 16 bytes, so if the block size is 1 Kbyte, one block can store 64 entries.

When a file is created, the pHILE+ file system manager assigns it a file descriptor in the volume's FLIST, described below, and makes an entry in the directory file to which it belongs.

## Chapter 5. pHILE+ File System Manager

### 5.7.6 Logical and Physical File Sizes

Files occupy an integral number of storage blocks on the device. However, the pHILE+ file system manager keeps track of the length of a file in bytes. Unless the length of a file is an exact multiple of the block size, the last block of the file will be partially used. There are therefore two sizes associated with every file: a logical size and a physical size.

The logical size of a file is the number of data bytes within the file that you can access. This size automatically increases whenever data is appended to the file, but never decreases.

The physical size of a file corresponds to the number of blocks currently allocated to the file. Thus the logical and physical sizes of a file are generally different, unless a file's logical size happens to exactly fill the number of physical blocks allocated to the file. As with its logical size, a file's physical size never decreases, except when it is deleted or truncated to less than the physical size.

### 5.7.7 System Calls Unique to pHILE+ Format

This section discusses those services available after you create a pHILE+ format volume. These services are not available with any other file system format.

#### 5.7.7.1 annex\_f

**write\_f()** operations will automatically add new blocks to a file as required, but the blocks added often are not contiguous. This situation can be partially controlled on pHILE+ format volumes by using a larger file expansion unit. For even more efficient, contiguous grouping, the **annex\_f()** function may be used to manually allocate or expand a file's physical size, in anticipation of new data.

Call **annex\_f()** by passing the number of contiguous blocks you wish to add to a file, known by a file ID; the call will return the number of blocks added. **annex\_f()** does nothing, however, to the logical size of the file — see the cautions in the description of the call. If a file's final size can be estimated in advance, then **annex\_f()** may be used to allocate a single contiguous extent for the file immediately after its creation. So long as subsequent write operations do not extend past this size, the file will be truly contiguous. If the file must be expanded, then this may be left

implicitly to **write\_f0**, or performed explicitly using additional **annex\_f0** operations.

#### 5.7.7.2 lock\_f

The pHILE+ file system manager allows a single file to be opened and accessed by more than one task simultaneously. Concurrent read access is generally quite safe; however, if one or more tasks perform write operations (concurrent update), then it may be necessary for such tasks to secure exclusive access to all or part of the file.

The **lock\_f0** function allows a task to lock a specified region of a file. As long as the lock is in effect, the pHILE+ file system manager will prevent all other file connections from reading, writing or locking that region of the file, thus providing exclusive access to a single connection.

**lock\_f0** requires two parameters. The first is the position of the first byte to lock. The second is the number of bytes to lock. A lock may start and/or end beyond both the physical or logical end of a file. This allows a lock to anticipate future expansion of a file. Thus, **lock\_f0** can be used to prevent all other connections to the file from:

- Modifying or appending any data in the locked region of the file, and
- Reading any data in, or being appended to, the locked region of the file.

When a lock is in place, the locked region can be accessed only by the task that placed the lock and then only via the file ID with which the lock was placed.

Each connection to a file may lock only one region of a file at any time. If a task needs to lock two different parts of a file simultaneously, then it must open the file twice to obtain a second connection (via a different file ID).

If a **lock\_f0** call is issued through a connection that has an existing lock, then the existing lock is automatically removed and replaced by the new lock. This lock replacement takes place as an atomic operation. That is, the existing lock is removed, and the new lock is set in a single operation. This precludes, in the case that the old and new regions overlap, any opportunity for another task to access — or even worse, lock — the overlapped region during the replacement window.

To remove an existing lock, replace it with a new lock of length zero, using the same file ID.

A lock prevents offending **read\_f()**, **write\_f()**, and **lock\_f()** operations only. It does not prevent another task from adding blocks to a file with the **annex\_f()** call. Nor does it prevent access to the file's data via the **read\_vol()** and **write\_vol()** calls.

## 5.8 Special Considerations

### 5.8.1 Restarting and Deleting Tasks That Use the pHILE+ File System Manager

During normal operation, the pHILE+ file system manager internally allocates and holds resources on behalf of calling tasks. Some resources are held only during execution of a service call, while others are held indefinitely based on the state of the task (for example when files are open). The pSOS+ service calls **t\_restart()** and **t\_delete()** asynchronously alter the execution path of a task and present special problems relative to management of these resources.

This section discusses delete-related and restart-related issues in detail and presents recommended ways to perform these operations.

#### 5.8.1.1 Restarting Tasks That Use the pHILE+ File System Manager

The pSOS+ kernel allows a task to be restarted regardless of its current state. The restart operation has no effect on currently opened files. All files remain open and their L\_ptr's are unchanged.

It is possible to restart a task while the task is executing code within the pHILE+ component. Consider the following example:

1. Task A makes a pHILE+ call.
2. While executing pHILE+ code, task A is preempted by task B.
3. Task B then restarts task A.

In such situations, the pHILE+ file system manager correctly returns resources as required. However, a pHILE+ or MS-DOS file system volume may be left in an inconsistent state. For example, if **t\_restart()** interrupts a **create\_f()** operation, a file descriptor (FD) may have been allocated but not the directory entry. As a result, an FD may be permanently lost. **t\_restart()** detects potential corruption and returns the warning code

0x0D. When this warning code is received, **verify\_volt** should be used on all pHILE+ format volumes to detect and correct any resulting volume inconsistencies.

#### 5.8.1.2 Deleting Tasks That Use the pHILE+ File System Manager

To avoid permanent loss of pHILE+ resources, the pSOS+ kernel does not allow deletion of a task that is holding any pHILE+ resource. Instead, **t\_delete(0)** returns error code 0x18, which indicates that the task to be deleted holds pHILE+ resources.

The exact conditions under which the pHILE+ file system manager holds resources are complex. In general, any task that has made a pHILE+ service call may hold pHILE+ resources. **close\_f(0)**, which returns all pHILE+ resources held by the calling task, should be used prior to calling **t\_delete(0)**.

The pNA+ and pREPC+ components also hold resources which must be returned before a task can be deleted. These resources are returned by calling **close(0)** and **fclose(0)** respectively. Because the pREPC+ component calls the pHILE+ file system manager and the pHILE+ file system manager calls the pNA+ component (if NFS is in use), these services must be called in the correct order.

Below is a sample code fragment that a task can use to delete itself:

```
#if SC_PREPC == YES
fclose(0);          /* return pREPC+ resources */
#endif
#if SC_PHILE == YES
close_f(0);         /* return pHILE+ resources */
#endif
#if SC_PNA == YES
close(0);           /* return pNA+ resources */
#endif
#if SC_PSE == YES
pse_close(0);       /* return pSE resources */
#endif
#if SC_PREPC == YES
free(-1);           /* return pREPC+ memory */
#endif
t_delete(0);         /* and commit suicide */
```

## **Chapter 5. pHILE+ File System Manager**

The conditionals prevent calls to components that are not included. You can omit the conditionals if you also omit the calls to components that are not included or not in use.

Because only the task to be deleted can make the necessary close calls, the simplest way to delete a task is to restart the task and pass arguments requesting self deletion. Of course, the task being deleted must contain code to handle this condition.

---

# 6 pREPC+ ANSI C Library

---

## 6.1 Introduction

Most C compilers are delivered with some sort of run-time library. These run-time libraries contain a collection of pre-defined functions that can be called from your application program. They are linked with the code you develop when you build your application. However, when you attempt to use these libraries in a real-time embedded system, they encounter one or more of the following problems:

- It is the user's responsibility to integrate library I/O functions into the target environment, a time-consuming task.
- The library functions are not reentrant and therefore do not work in a multitasking environment.
- The library functions are not compatible with a published standard, resulting in application code that is not portable.

The pREPC+ ANSI C Library solves all of the above problems. First, it is designed to work with the pSOS+ Real-Time Multitasking Kernel and the pHILE+ file system manager, so all operating system dependent issues have been addressed and resolved. Second, it is designed to operate in a multitasking environment, and finally, it complies with the C Standard Library specified by the American National Standards Institute.

## **6.2 Functions Summary**

The pREPC+ library provides more than 115 run-time functions. Following the conventions used in the ANSI X3J11 standard, these functions can be separated into 4 categories:

- Character Handling Functions
- String Handling Functions
- General Utilities
- Input/Output Functions

The Character Handling Functions provide facilities for testing characters (for example, is a character a digit?) and mapping characters (for example, convert an ASCII character from lowercase to uppercase).

The String Handling Functions perform operations on strings. With these functions you can copy one string to another string, append one string to another string, compare two strings, and search a string for a substring.

The General Utilities provide a variety of miscellaneous functions including allocating and deallocating memory, converting strings to numbers, searching and sorting arrays, and generating random numbers.

I/O is the largest and most complex area of support. The I/O Functions include character, direct, and formatted I/O functions. I/O is discussed in Section 6.3, "I/O Overview."

Detailed descriptions of each function are provided in *pSOSSystem System Calls*.

**NOTE:** The pREPC+ ANSI C library opens all files in binary mode regardless of the mode parameter passed to the `fopen()` call. This includes text files on MS-DOS file systems.

### 6.3 I/O Overview

There are several different levels of I/O supported by the pREPC+/pSOS+/pFILE+ environment, providing different amounts of buffering, formatting, and so forth. This results in a layered approach to I/O, because the higher levels call the lower levels. The main levels are shown in Figure 6-1.

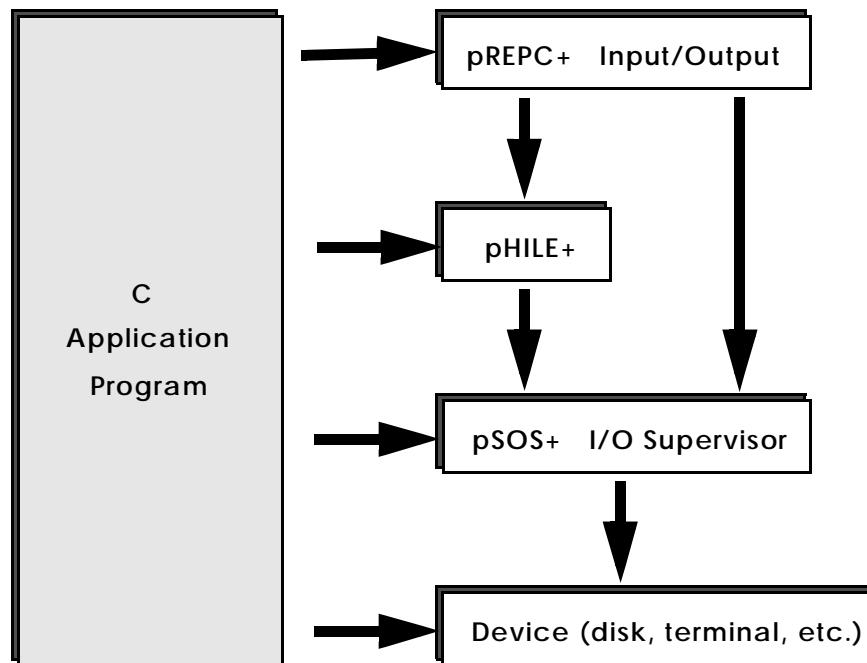


Figure 6-1. I/O Structure of the pREPC+ Library

The pREPC+ I/O functions provide a uniform method for handling all types of I/O. They mask the underlying layers and allow application programs to be hardware and device independent. A user application can, however, call any of the layers directly, depending on its requirements.

The lowest, most primitive way of doing I/O is by directly accessing the hardware device involved, for example a serial channel or a disk

## Chapter 6. pREPC+ ANSI C Library

controller. Programming at this level involves detailed knowledge of the device's control registers, etc. Although all I/O eventually reaches this level, it is almost never part of the application program, as it is too machine-dependent.

The next step up from the actual device is to call a device driver. Under the pSOS+ kernel, all device drivers are called in a similar fashion, via the pSOS+ I/O Supervisor, which is explained in Chapter 7, "I/O System." For reading and writing data, all that is generally required is a pointer to the buffer to read into or write from, a byte count, and a way to identify the device being used.

The pSOS+ I/O Supervisor provides the fastest, most direct route for getting a piece of data to a device. In some cases, this is the best way. Generally, however, it is better to use the pREPC+ direct, character, or formatted I/O services.

The pHILE+ file system manager manages and organizes data as sets of files on storage devices and in turn does all of the actual I/O. The pHILE+ I/O path depends on the type of volume mounted and is described in detail in Chapter 5, "pHILE+ File System Manager."

pHILE+ services (such as **open\_f** and **write\_f**) can be called directly. However, if you use the pREPC+ file I/O functions, which in turn call the pHILE+ file system manager, your application code will be more portable.

The pREPC+ direct I/O and character I/O functions read and write sequences of characters. The formatted I/O functions perform transformations on the input and output and include the familiar **printf()** and **scanf()** functions.

### 6.3.1 Files, Disk Files, and I/O Devices

Under the pREPC+ library, all I/O is directed to and from "files." The pREPC+ library divides files into two categories: I/O devices and disk files. They are treated as similarly as possible, but there are intrinsic differences between the two.

Disk files are part of a true file system managed by the pHILE+ file system manager. There is a file position indicator associated with each disk file, which marks the current location within the file. It is advanced whenever data is read from or written to the file. In addition, it can be changed via system calls.

The pHILE+ file system manager manages four types of volumes. These are pHILE+ formatted volumes, CD-ROM volumes, MS-DOS volumes, and NFS (Network File System) volumes. The pREPC+ library does not distinguish between the underlying volume types and therefore works equally well with all four volume types. However, there are a number of small differences between the various volumes that may affect the results of certain pREPC+ functions. Function descriptions indicate those cases where the volume type may affect function results and how those functions would be affected.

I/O devices correspond to pSOS+ logical devices, and are usually associated with devices such as terminals or printers. From an application's standpoint, their main difference from disk files is that they have no position indicator. Data being read from or written to an I/O device can be thought of as a continuous stream.

When reading and writing disk files, the pREPC+ library calls the pHILE+ file system manager, which in turn calls the pSOS+ I/O Supervisor. When reading and writing I/O devices, the pREPC+ library calls the pSOS+ I/O Supervisor directly.

Before a file (a disk file or an I/O device) can be read or written, it must be opened using **fopen()**. One of the **fopen()** function's input parameters is a name that specifies the file to open. Disk files are designated by pHILE+ pathnames, while I/O devices are identified by pSOS+ logical device numbers.

Examples:

**3.2** designates an I/O device with logical device number 3.2.

**3.2/abcd** designates a disk file stored on logical device 3.2.

**abcd** designates a disk file in the current directory.

When **fopen()** opens a disk file, it generates a pHILE+ **open\_f0** system call. When it opens an I/O device, **fopen()** calls the pSOS+ **de\_open()** service. Regardless of whether **fopen()** opens an I/O device or a disk file, it allocates a **FILE** data structure, which is discussed in section 6.3.2.

### 6.3.2 File Data Structure

As mentioned in the previous section, when a file is opened, it is allocated a data structure of type **FILE**. In the pREPC+ library this is a 32-bit address of a pREPC+ file structure. **fopen()** returns a pointer to this

allocated data structure. All file operations require the pointer to this structure as an input parameter to identify the file. If it is not explicitly given, it is implied, as in the case of functions which always use the standard input or output device (See section 6.3.4).

The **FILE** data structure is used to store control information for the open file. Some of the more important members of this structure include the address of the file's buffer, the current position in the file, an end-of file (EOF) flag, and an error flag. In addition, there is a flag that indicates whether the file is a disk file or an I/O device.

Some of these fields have no meaning for I/O devices, such as the position indicator.

### 6.3.3 Buffers

Open files normally have an associated buffer that is used to buffer the flow of data between the user application and the device. By caching data in the buffer, the pREPC+ library avoids excessive I/O activity when the application is reading or writing small data units.

When first opened, a file has no buffer. Normally a buffer is automatically assigned to the file the first time it is read or written. The buffer size is defined by the entry **LC\_BUFSIZ** in the pREPC+ Configuration Table. The pREPC+ component allocates the buffer from pSOS+ region 0. If memory is not available, the calling task may block based on the values in the pREPC+ configuration table entries **LC\_WAITOPT** and **LC\_TIMEOPT**. If a buffer cannot be obtained an error is returned to the read or write operation.

Note that if the default buffer assigned by the pREPC+ library is not appropriate for a particular file, a buffer may be supplied directly by calling the **setbuf()** or **setvbuf()** functions.

A special case arises when a file is assigned a buffer of length 0. This occurs if **LC\_BUFSIZ** is zero, and as an option to the **setvbuf()** call. In this case, no buffer is assigned to the file and all I/O is unbuffered. That is, every read or write operation through the pREPC+ library will result in a call to a pHILE+ device driver as the case may be.

Finally, note that the three standard files, **stdin**, **stdout**, and **stderr**, are not affected by the value of **LC\_BUFSIZ**. See section 6.3.5 for a discussion of the default buffering of these three files.

### 6.3.4 Buffering Techniques

This section describes the buffering techniques used by the pREPC+ library. There are two cases to consider, writing and reading.

On output, data is sent to the file's buffer and subsequently transferred (or “flushed”) to the I/O device or disk file by calling a pSOS+ device driver (for an I/O device) or the pHILE+ file system manager (for a disk file). The time at which a buffer is flushed depends on whether the file is *line-buffered* or *fully-buffered*. If line-buffered, the buffer is flushed when either the buffer is full or a new line character is detected. If fully-buffered, the buffer is flushed only when it is full. In addition, data can be manually flushed, or forced, from a buffer at any time by calling the **fflush()** function.

By default, I/O devices are line-buffered, whereas disk files are fully-buffered. This can be changed after a file is opened by using the **setbuf()** or **setvbuf()** functions.

When reading, the pREPC+ library retrieves data from a file's buffer. When attempting to read from an empty buffer, the pREPC+ library calls either a pSOS+ driver or the pHILE+ file system manager to replenish its contents. When attempting to replenish its internal buffer, the pREPC+ library reads sufficient characters to fill the buffer. The pSOS+ driver or the pHILE+ file system manager may return fewer characters than requested. This is not necessarily considered as an error condition. If zero characters are returned, the pREPC+ library treats this as an EOF condition.

Note that the buffering provided by the pREPC+ library adds a layer of buffering on top of the buffering implemented by the pHILE+ file system manager.

### 6.3.5 stdin, stdout, stderr

Three files are opened automatically for every task that calls the pREPC+ library. They are referred to as the standard input device (**stdin**), the standard output device (**stdout**) and the standard error device (**stderr**). They can be disk files or I/O devices and are defined by entries in the pREPC+ Configuration Table. **stdin**, **stdout** and **stderr** are implicitly referenced by certain input/output functions. For example, **printf()** always writes to **stdout**, and **scanf()** always reads from **stdin**.

**stdout** and **stderr** are opened in mode **w**, while **stdin** is opened in mode **r**. Modes are discussed in the **fopen()** description given in the system calls reference. Each file is assigned a 256 byte buffer. **LC\_BUFSIZ** has no effect on the buffer size of these three files.

The buffering characteristics for **stdin** and **stdout** depend on the type of files specified for these devices. In the case of an I/O device, they are line-buffered. For a disk file, they are fully-buffered. **stderr** is an exception. Regardless of whether **stderr** is attached to a disk file or an I/O device, it is fully-buffered.

Like any other file, the buffer size and buffering technique of these files can be modified with the **setbuf()** and **setvbuf()** function calls.

The pREPC+ library attempts to open **stdin**, **stdout** and **stderr** for a task the first time the task issues a pREPC+ system call. If any of these files cannot be opened, the pREPC+ library calls the **k\_fatal** service with a 0x3F03 error code as an input parameter.

When opened, the pathname of the files is obtained from the pREPC+ configuration table. Even though each task maintains a separate file structure for each of the three standard files, they all use the same **stdin**, **stdout**, and **stderr** device or file. This may not be desirable in your application. The **freopen()** function can be used to dynamically change the pathnames of any file, including **stdin**, **stdout**, and **stderr**, in your system. For example, to change the **stdout** from its default value of I/O device **1.00** to a disk file (**2.00/std\_out.dat**) you would use the following function:

```
freopen("2.00/std_out.dat", "w", stdout);
```

When using **freopen** with the three standard files, two rules should be observed. First, the mode of the standard files should not be altered from their default values, and second, you should not use pathnames that include the strings “**stdin**”, “**stdout**”, or “**stderr**”.

### 6.3.6 Streams

Streams is a notion introduced by the X3J11 Committee. Using the X3J11 Committee’s terminology, a stream is a source or destination of data that is associated with a file. The Standard defines two types of streams: *text streams* and *binary streams*. In the pREPC+ library, these are identical. In fact, in the pREPC+ library, a stream is identical to a file. Therefore, the terms *file* and *stream* have been used interchangeably in the manual.

## 6.4 Memory Allocation

The following pREPC+ functions allocate blocks of memory:

**calloc0**  
**malloc0**  
**realloc0**

When any of these functions are called, the pREPC+ library, in turn, calls the pSOS+ region manager by generating a **rn\_getseg** call. The pREPC+ library always requests segments from Region 0. Therefore, you must reserve enough space in Region 0 for the memory required by your application and for the memory used by the pREPC+ library for file buffers (see section 6.3.3).

The **rn\_getseg** call's input parameters include wait/nowait and timeout options. The wait/nowait and timeout options used by the pREPC+ library when calling **rn\_getseg** are specified in the pREPC+ Configuration Table. Note that if the wait option is selected, it is possible for any of the functions listed above to result in blocking the caller. Also note that the number of bytes actually allocated by each **rn\_getseg** call depends on Region 0's **unit\_size**.

The following functions result in memory deallocation:

**free0**  
**realloc0**  
**fclose0**  
**setbuf0**  
**setvbuf0**

The **free0** function is called by a user for returning memory no longer needed. The remaining functions implicitly cause memory to be released. The pREPC+ library deallocates memory by generating a **rn\_retseg** call to the pSOS+ kernel.

Chapter 2, “pSOS+ Real-Time Kernel,” contains a complete discussion of the pSOS+ region memory manager.

## 6.5 Error Handling

Most pREPC+ functions can generate error conditions. In most such cases, the pREPC+ library stores an error code into an internal variable maintained by pSOS+ called **errno** and returns an “error indicator” to

the calling task. Usually this error indicator takes the form of a negative return value. The error indicator for each function, if any, is documented in the individual function calls. Error codes are described in detail in the error codes reference.

The pREPC+ library maintains a separate copy of **errno** for each task. Thus, an error occurring in one task will have no effect on the **errno** of another task. A task's **errno** value is initially zero. When an error indication is returned from a pREPC+ call, the calling task can obtain the **errno** value by referencing the macro **errno**. This macro is defined in the include file **<errno.h>**. Note that once the task has been created, the value of **errno** is never reset to zero unless explicitly set by the application code.

The pREPC+ library also maintains two error flags for each opened file. They are called the *end-of-file flag* and the *error flag*. These flags are set and cleared by a number of the I/O functions. They can be tested by calling the **feof()** and **ferror()** functions, respectively. These flags can be manually cleared by calling the **clearerr()** function.

### 6.6 Restarting Tasks That Use the pREPC+ Library

It is possible to restart a task that uses the pREPC+ library. Because the pREPC+ library can execute with preemption enabled, it is possible to issue a restart to a task while it is in pREPC+ code. Note that the **t\_restart** operation does not release any memory, close any files, or reset **errno** to zero. If you wish to have **clean\_ups**, then have the task check for restarts and do them as it begins execution again.

**NOTE:** Restarting a task using pREPC+ that is using pHILE+ (that is, has a disk file open) may leave the disk volume in an inconsistent state. See Section 5.8.1.1 on page 5-46.

### 6.7 Deleting Tasks That Use the pREPC+ Library

To avoid permanent loss of pREPC+ resources, the pSOS+ kernel does not allow deletion of a task which is holding any pREPC+ resource. Instead, **delete** returns error code **ERR\_DELLC** which indicates the task to be deleted holds pREPC+ resources.

The exact conditions under which the pREPC+ library holds resources are complex. In general, any task that has made a pREPC+ service call may hold pREPC+ resources. **fclose(0)**, which returns all pREPC+ resources held by the calling task, should be called by the task to be deleted prior to calling **t\_delete**.

pNA+ and pHILE+ components also hold resources that must be returned before a task can be deleted. These resources are returned by calling **close(0)** and **close\_f(0)** respectively. Because the pREPC+ library calls the pHILE+ file system manager, and the pREPC+ library calls the pNA+ component (if NFS is in use), these services must be called in the correct order. Below is a sample code fragment which a task can use to delete itself:

```
fclose(0);           /* close pREPC+ files */
close_f(0);         /* return pHILE+ resources */
close(0);           /* return pNA+ resources */
free((void *) -1); /* return pREPC+ resources */
t_delete(0);        /* and commit suicide */
```

Obviously, close calls to components not in use should be omitted.

Because only the task to be deleted can make the necessary close calls, the simplest way to delete a task is to restart the task and pass arguments requesting self deletion. Of course, the task being deleted must contain code to handle this condition.

## 6.8 Deleting Tasks With **exit()** or **abort()**

The **exit()** and **abort()** calls are implemented in the pREPC+ library as macros that are defined in the header file **prep.c.h**. These macros, which the user needs to modify depending on which components are present in the system, can be used to return all system resources and delete the task.



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# 7 I/O System

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A real-time system's most time-critical area tends to be I/O. Therefore, a device driver should be customized and crafted to optimize throughput and response. A driver should not have to be designed to meet the specifications of any externally imposed, generalized, or performance-robbing protocols.

In keeping with this concept, the pSOS+ kernel does not impose any restrictions on the construction or operation of an I/O device driver. A driver can choose among the set of pSOS+ system services, to implement queueing, waiting, wakeup, buffering and other mechanisms, in a way that best fits the particular driver's data and control characteristics.

The pSOS+ kernel includes an I/O supervisor whose purpose is to furnish a device-independent, standard method both for integrating drivers into the system and for calling these drivers from the user's application. I/O can be done completely outside of the pSOS+ kernel. For instance, an application may elect to request and service some or all I/O directly from tasks. We recommend, however, that device drivers be incorporated under the pSOS+ I/O supervisor. pREPC+ and pFILE+ drivers are always called via the I/O supervisor.

## 7.1 I/O System Overview

Figure 7-1 illustrates the relationship between a device driver, the pSOS+ I/O system, and tasks using I/O services.

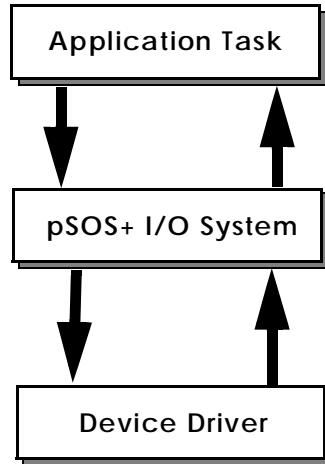


Figure 7-1. I/O System Organization

As shown, an I/O operation begins when an application task calls the pSOS+ I/O system. The pSOS+ kernel examines the call parameters and passes control to the appropriate device driver. The device driver performs the requested I/O service and then returns control to the pSOS+ kernel, which in turn returns control back to the calling task.

Because device drivers are hardware dependent, the exact services offered by a device driver are determined by the driver implementation. However, the pSOS+ kernel defines a standard set of six I/O services that a device driver may support. These services are **de\_init()**, **de\_open()**, **de\_close()**, **de\_read()**, **de\_write()**, and **de\_ctrl()**. A driver may support any or all six of these services, depending on the driver design.

The pSOS+ kernel does not impose any restrictions or make any assumptions about the services provided by the driver. However, in general, the following conventions apply:

**de\_init()** is normally called once from the **ROOT** task to initialize the device. It should be called before any other I/O services are directed to the driver.

**de\_read()** and **de\_write()** perform the obvious functions.

**de\_open()** and **de\_close()** are used for duties that are not directly related to data transfer or device operations. For example, a device driver may use **de\_open()** and **de\_close()** to enforce exclusive use of the device spanning several read and/or write operations.

**de\_ctrl()** is dependent on the device. It may include anything that cannot be categorized under the other five I/O services. **de\_ctrl()** may be used to perform multiple sub-functions, both input and output. If a device does not require any special functions, then this service can be null.

Note that the pSOS+ I/O system has two interfaces — one to the application, the second to the device drivers. These two interfaces are described in more detail later in this chapter. First, it is helpful to introduce the I/O Switch Table.

## 7.2 I/O Switch Table

The pSOS+ kernel calls device drivers by using the I/O switch table. The I/O switch table is a user-supplied table that contains pointers to device driver entry points. The pSOS+ configuration table entries **KC\_IOJTABLE** and **KC\_NIO** describe the I/O switch table. **KC\_IOJTABLE** points to the table and **KC\_NIO** defines the *number of drivers* in the table.

The I/O switch table is an array of **pSOS\_IO\_Jump\_Table** structures. This structure is defined as follows:

```
struct pSOS_IO_Jump_Table {
    void (*dev_init) (struct ioparms *);
    void (*dev_open) (struct ioparms *);
    void (*dev_close) (struct ioparms *);
    void (*dev_read) (struct ioparms *);
    void (*dev_write) (struct ioparms *);
    void (*dev_ctrl) (struct ioparms *);
    unsigned long rsvd1;
    unsigned short rsvd2;
    unsigned short flags;
};
```

The index of a driver's entry pointers within the I/O switch table determines the *major device number* associated with the driver. The **pSOS\_IO\_Jump\_Table** structure is also defined in **<psoscfg.h>**. The **flags** element is defined in **<psos.h>**.

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**flags** is a 16-bit field used to control driver options. Bit number 8 of **flags**, the **IO\_AUTOINIT** bit, controls when the driver's initialization function is called. If this bit is set, pSOS+ calls the driver's initialization function after all pSOSSystem components have been started and just before the root task is started. This event, called device auto-initialization, is described in detail in section 7.6 on page 7-10.

Figure 7-2 illustrates the I/O Switch table structure for a system with two devices.

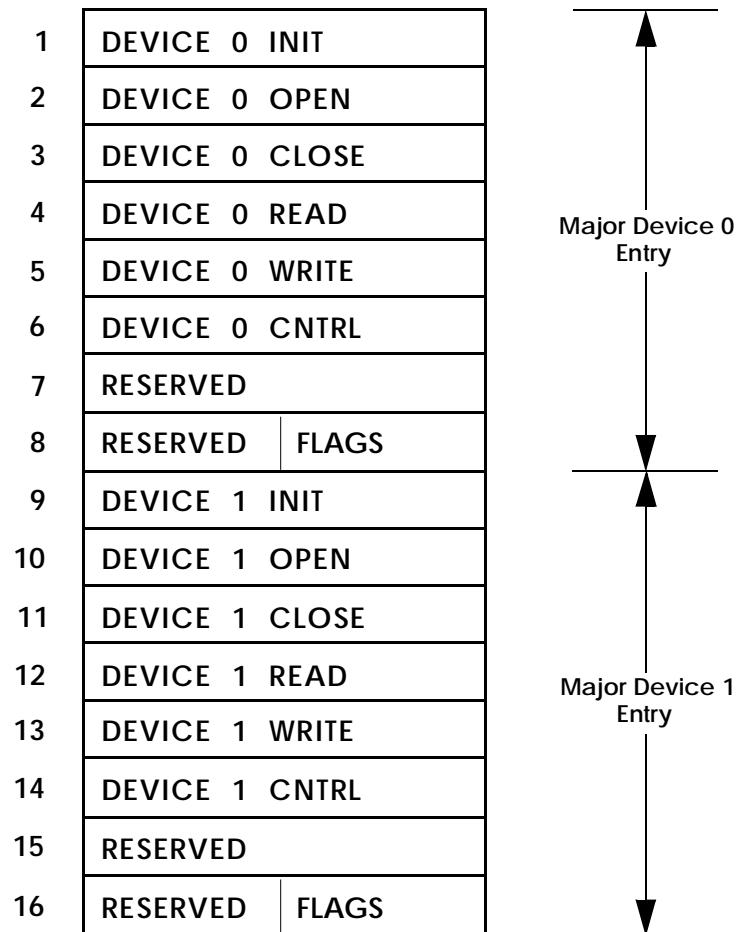


Figure 7-2. Sample I/O Switch Table

## 7.3 Application-to-pSOS+ Interface

The application-to-pSOS+ Interface is defined by the following six system calls: **de\_init()**, **de\_open()**, **de\_close()**, **de\_read()**, **de\_write()**, and **de\_cntrl()**. The calling convention for each is as follows:

```
err_code = de_init(dev, iopb, &retval, &data_area)
err_code = de_open(dev, iopb, &retval)
err_code = de_close(dev, iopb, &retval)
err_code = de_read(dev, iopb, &retval)
err_code = de_write(dev, iopb, &retval)
err_code = de_cntrl(dev, iopb, &retval)
```

The first parameter, **dev**, is a 32-bit device number that selects a specific device. The most significant 16-bits of the device number is the major device number, which is used by the pSOS+ kernel to route control to the proper driver. The least significant 16 bits is the *minor device number*, which is ignored by the pSOS+ kernel and passed to the driver. The minor device number is used to select among several units serviced by one driver. Drivers that support only one unit can ignore it.

The second parameter, **iopb**, is the address of an I/O parameter block. This structure is used to exchange device-specific input and output parameters between the calling task and the driver. The length and contents of this I/O parameter block are driver specific.

The third parameter, **retval**, is the address of a variable that receives an optional, 32-bit return value from the driver; for example, a byte count on a read operation. Use of **retval** by the driver is optional because values can always be returned via **iopb**. However, using **retval** is normally more convenient when only a single scalar value need be returned.

**de\_init()** takes a fourth parameter, **data\_area**. This parameter is no longer used, but remains for compatibility with older drivers and/or pSOS+ application code.

Each service call returns zero if the operation is successful or an error code if an error occurred. A few of the error codes are returned by pSOS+, and these codes are defined in **<psos.h>**. Error codes returned by Integrated Systems drivers are defined in **<drv\_intf.h>**. Error codes from other drivers, of course, are not defined by Integrated Systems.

With the following exceptions, error codes are driver specific:

- If the entry in the I/O Switch Table called by the pSOS+ kernel is -1, then the pSOS+ kernel returns a value of **ERR\_NODR**, indicating that the driver with the requested major number is not configured.
- If an illegal major device number is input, the pSOS+ kernel returns **ERR\_IODN**.

Note that although the pSOS+ kernel does not define all of them, error codes below 0x10000 are reserved for use by pSOSSystem components and should not be used by the drivers.

Finally, note that if a switch table entry is null, the pSOS+ kernel returns 0.

### 7.4 pSOS+ Kernel-to-Driver Interface

The pSOS+ kernel calls a device driver using the following syntax:

```
xxxxFunction(struct ioparms *);
```

*xxxxFunction* is the driver entry point for the corresponding service called by the application. By convention, *Function* is the service name, while *xxxx* identifies the driver being called. For example, a console driver might consist of six functions called **CnslInit**, **CnslOpen**, **CnslRead**, **CnslWrite**, **CnslClose**, and **CnslCntrl**. Of course, this is just a convention — any names can be used, because both the driver and the I/O switch table are user provided. Figure 7-3 on page 7-7 illustrates this relationship.

**ioparms** is a structure used to pass input and output parameters between the pSOS+ kernel and the driver. It is defined as follows:

```
struct ioparms {  
    unsigned long used;          /* Usage is processor-specific */  
    unsigned long tid;           /* Task ID of calling task */  
    unsigned long in_dev;         /* Input device number */  
    unsigned long status;         /* unused */  
    void *in_iopb;               /* Input pointer to IO parameter  
                                 * block */  
    void *io_data_area;          /* No longer used */  
    unsigned long err;            /* For error return */  
    unsigned long out_retval;     /* For return value */  
};
```

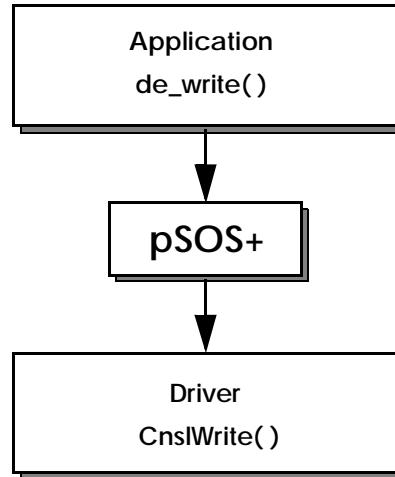


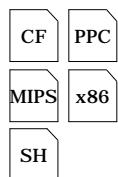
Figure 7-3. pSOS+ Kernel-to-Driver Relationship

Usage of the **used** parameter is different on different processors. Processor-specific information is provided below:



On 68K and 960 processors, **used** is set to zero by the pSOS+ kernel on entry to the driver. The driver must set **used** to a non-zero value. It is used internally by pSOS+ when it receives control back from the driver.

**CAUTION:** If the driver does not set used to a non-zero value, improper operation results.



On Coldfire, PowerPC, MIPS, x86, and Super Hitachi processors, **used** is an obsolete field that is present only to maintain compatibility with older versions of pSOSSystem.

On entry to the driver, **tid** contains the task ID of the calling task. It should not be changed by the driver.

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On entry to the driver, **in\_dev** contains **dev** as provided by the calling task; that is, the 32-bit device number. It should not be changed by the driver.

**status** is no longer used.

On entry to the driver, **in\_iopb** points to the **iopb** provided by the calling task. It should not be changed by the driver.

**io\_data\_area** is no longer used.

**err** is used by the driver to return an error code, or 0 if the operation was successful. See section 7.3 for a discussion on error codes.

**out(retval**) is used by the driver to return an unsigned long value to the calling task's **retval** variable. The contents of **out(retval**) is copied into the variable pointed to by the service call input parameter **retval**.

## 7.5 Device Driver Execution Environment

Logically, a device driver executes as a subroutine to the calling task. Note that device drivers always execute in the supervisor state.

Other characteristics of a task's mode remain unchanged by calling a device driver. Therefore, if a task is preemptible prior to calling a device driver, it remains preemptible while executing the driver. If a driver wants to disable preemption, it should use **t\_mode0** to do so, being careful to restore the task's original mode before exiting. Similar caveats apply to Asynchronous Service Routines (ASRs).

Because a device driver executes as a subroutine to the calling task, it can use any pSOS+ system call. The following system services are commonly used by drivers:

<u>Function</u>	<u>System Call</u>
Waiting	<b>q_receive()</b> , <b>ev_receive()</b> , <b>sm_p()</b>
Wakeup	<b>q_send()</b> , <b>ev_send()</b> , <b>sm_v()</b>
Queueing	<b>q_receive()</b> , <b>q_send()</b>
Timing	<b>tm_tick()</b> , Timeout parameters on Waits
Mutual exclusion	<b>sm_p()</b> , <b>sm_v()</b>
Buffer management	<b>pt_getbuf()</b> , <b>pt_redbuf()</b>
Storage allocation	<b>rn_getseg()</b> , <b>rn_retseg()</b>

In addition, a device driver usually has an ISR, which performs wakeup, queueing, and buffer management functions. For a complete list of system calls allowed from an ISR, see Chapter 2, “pSOS+ Real-Time Kernel.”

Note the following caveats regarding driver usage:

1. You must account for device driver (supervisor) stack usage when determining the stack sizes for tasks that perform I/O. I/O calls can never be made from the pSOS+ task creation, task deletion, or context switch callouts.
2. I/O calls can never be made from the pSOS+ task creation, task deletion, or context switch callouts.
3. I/O calls can never be made from an ISR.
4. In multiprocessor systems, I/O service calls can only be directed at the local node. The pSOS+ kernel does not support remote I/O calls. However, it is possible to implement remote I/O services as part of your application design; for example, with server tasks and standard pSOS+ system services.
5. On some target processors, I/O service calls do not automatically preserve all registers. Refer to the “Assembly Language Information” appendix of the *pSOSystem Programmer’s Reference* for information on register usage by the I/O subsystem.

## 7.6 Device Auto-Initialization

The pSOS+ kernel provides a feature whereby it can invoke a device's initialization function during pSOS+ kernel startup. This is needed in special cases where a device is accessed from a daemon task that starts executing before control comes to the **ROOT** task. Examples are the timer and serial devices that can be accessed by pMONT+ daemons.

You control auto-initialization of a device through the **flags** element of the device's **pSOS\_IO\_Jump\_Table** structure. You set **flags** to one of the following symbolic constants, which are defined in **<psos.h>**:

<b>IO_AUTOINIT</b>	Driver is initialized by pSOS+.
<b>IO_NOAUTOINIT</b>	Driver is not initialized by pSOS+.

For example, if the variable **JumpTable** is a pointer to a **pSOS\_IO\_Jump\_Table** structure and you want its driver to be initialized by pSOS+, you write the following line of code:

```
JumpTable->flags = IO_AUTOINIT;
```

When auto-initialization is enabled for a device, pSOS+ invokes the driver's **dev\_init** routine and passes an **ioparms** structure that is initialized as follows:

- The higher order 16 bits of the device number (**in\_dev**) are set to the device major number; the lower sixteen bits are set to 0.
- The calling task's ID (**tid**) and the **used** field are set to 0.
- The pointer to the IOPB (**in\_iopb**) and data area (**io\_data\_area**) are set to NULL.

The auto-initialization occurs just after pSOS+ initializes itself and all the components configured in the system, and just before it transfers control to the highest priority task in the system.

During auto-initialization, no task context is available. This places certain restrictions on the device initialization functions that can be called during auto-initialization. Follow these guidelines when writing a device initialization function that you intend to use for auto-initialization:

- Use only system calls that are callable from an ISR.
- Do not use pSOS+ system calls that block.

- You can create or delete global objects, but do not make other calls to global objects residing on a remote node, because they can block. Note that system calls that are non-blocking if made locally are blocking if made across node boundaries.
- Do not use system calls from components other than the pSOS+ kernel, as they require a task context.

These restrictions are not severe for a routine that simply initializes devices. A device initialization function can be divided into two parts: one that executes during device auto-initialization, and another that executes when the device initialization routine is explicitly invoked by the application from within the context of a pSOS+ task. The **tid** field of the **ioparms** structure can be checked by the device initialization procedure to identify whether the call originated in device auto-initialization or was made by a task. Note that under pSOSSystem every task has a non-zero **tid**, whereas the **tid** passed during auto-initialization is zero.

## 7.7 Mutual Exclusion

If a device may be used by more than one task, then its device driver must provide some mechanism to ensure that no more than one task at a time will use it. When the device is in use, any task requesting its service must be made to wait.

This exclusion and wait mechanism may be implemented using a message queue or semaphore. In the case of semaphores, the driver's **init()** service would call **sm\_create()** to create a semaphore, and set an initial count, typically 1. This semaphore represents a resource token. To request a device service, say **de\_read()**, a task must first acquire the semaphore using the system call **sm\_p0** with **SM\_WAIT** attribute. If the semaphore is available, then so is the device. Otherwise, the pSOS+ kernel puts the task into the semaphore wait queue. When a task is done with the device, it must return the semaphore using **sm\_v0**. If another task is already waiting, then it gets the semaphore, and therefore the device.

In summary, a shared device may be protected by bracketing its operations with **sm\_p0** and **sm\_v0** system calls. Where should these calls take place? The two possibilities, referred to later as Type 1 and Type 2, are as follows:

1. **sm\_p0** is put at the front of the read and write operation, and **sm\_v0** at the end.
2. **sm\_p0** is put in **de\_open()**, and **sm\_v0** in **de\_close()**. To read or write, a task must first open the device. When it is finished using the device, the device must be closed.

Type 2 allows a task to own a device across multiple read/write operations, whereas with Type 1 a task may lose control of the device after each operation.

In a real-time application, most devices are not shared, and therefore do not require mutual exclusion. Even for devices that are shared, Type 1 is usually sufficient.

## 7.8 I/O Models

Two fundamental methods of servicing I/O requests are known; they are termed **synchronous** and **asynchronous**. Synchronous I/O blocks the calling task until the I/O transaction is completed, so that the I/O overlaps with the execution of other tasks. Asynchronous I/O does not block the calling task, thus allowing I/O to overlap with this, as well as other tasks. The pSOS+ kernel supports both methods.

The following sections present models of synchronous and asynchronous device drivers. The models are highly simplified and do not address hardware-related considerations.

### 7.8.1 Synchronous I/O

A synchronous driver can be implemented using one semaphore. If it is needed, Type 1 mutual exclusion would require a second semaphore. To avoid confusion, mutual exclusion is left out of the following discussion.

The device's **init0** service creates a semaphore **rdy** with initial count of 0. When a task calls **read0** or **write0**, the driver starts the I/O transaction, and then uses **sm\_p0** to wait for the **rdy** semaphore. When the I/O completion interrupt occurs, the device's ISR uses **sm\_v0** to return the semaphore **rdy**, thereby waking up the waiting task. When the task resumes in **read0** or **write0**, it checks the device status and so forth for any error conditions, and then returns. This is shown as pseudo code below:

```

SYNC_OP:                                DEV_ISR:
Begin                                     Begin
    startio;                            transfer data/status;
    sm_p (rdy, wait);                  sm_v (rdy);
    get status/data;                  End;
End;

```

An I/O transaction may of course trigger one or more interrupts. If the transaction involves a single data *unit*, or if the hardware provides DMA, then there will normally only be a single interrupt per transaction. Otherwise, the ISR will have to keep the data transfer going at successive device interrupts, until the transaction is done. Only at the last interrupt of a transaction does the ISR return the semaphore to wake up the waiting task.

### 7.8.2 Asynchronous I/O

Asynchronous I/O is generally more complex, especially when error recovery must be considered. The main advantage it has over synchronous I/O is that it allows the calling task to overlap execution with the I/O, potentially optimizing throughput on a task basis. The effect that this has at the system level is less clear, because multitasking ensures overlap even in the case of synchronous I/O, by giving the CPU to another task. For this reason, synchronous I/O should be used, unless special considerations require asynchronous implementation.

Note that if Type 1 mutual exclusion is required, it is normally taken care of by the asynchronous mechanism, without the need for extra code.

A simple, one-level asynchronous driver can be implemented using just one message queue. The device's **init()** service creates the queue **rdy** and sends one message to it. When a task calls **read()** or **write()**, the driver first calls **q\_receive()** to get a message from the queue **rdy**, starts the I/O transaction, and then immediately returns.

The device's ISR, upon transaction completion, uses **q\_send()** to post a message to the queue **rdy**. This indicates that the device is again ready. If this, or another, task calls the same device service before the last I/O transaction is done, then the **q\_receive()** puts it into the wait queue, to wait until the ISR sends its completion message.

The pseudo code is as follows:

```
ASYNC_OP:           DEV_ISR:  
    Begin           Begin  
        q_receive (rdy, wait);  transfer data/status;  
        startio;          q_send (rdy);  
    End;             End;
```

This simplified implementation has two weaknesses. First, it does not provide a way for the device driver to return status information to more than one task. Second, at most only one task can overlap with this device. Once the device is busy, all requesting processes will be made to wait. Hence the term "one-level" asynchronous.

A more general and complex asynchronous mechanism requires one message queue and one flag, as follows. The device's **init()** service creates an empty message queue called **cmdq**. It also initializes a flag to **ready**.

The device's **read()** or **write()** service and ISR are shown below as pseudo code:

```

ASYNC_OP:
Begin
    q_send (cmdq);
    no-wait;
    t_mode (no-preempt := on);
    if flag = ready then
        flag := busy;
        cmd := q_receive (cmdq, no-wait);
        if cmd = empty then
            exit;
        else
            startio (cmd);
        endif;
    endif;
    t_mode (no-preempt := off);
End;

DEV_ISR:
Begin
    cmd := q_receive (cmdq,
    if cmd = empty then
        flag := ready;
    else
        flag := busy;
        startio (cmd);
    endif;
End;

```

In essence, the queue **cmdq** serves as an I/O command queue for the device operation. Each command message should normally contain data or a buffer pointer, and also the address of a variable so that the ISR can return status information to a calling task (not shown in the pseudo code).

The **flag** global variable indicates whether the device is busy with an I/O transaction or not.

The **q\_send()** system call is used to enqueue an I/O command. The **q\_receive()** system call is used to dequeue the next I/O command.

The clause **cmd = empty** actually represents the test for **queue = empty**, as returned by **q\_receive()**.

Calling **t\_mode()** to disable preemption is necessary to prevent a race condition on the **flag** variable. In this example, it is not necessary to disable interrupts along with preemption.

## 7.9 pREPC+ Drivers

As described in Chapter 6, “pREPC+ ANSI C Library,” pREPC+ I/O can be directed to either disk files or physical devices. Disk file I/O is always routed via the pHILE+ file system manager while device I/O goes directly to the pSOS+ I/O Supervisor. An I/O device driver that is called by the pREPC+ library directly via the pSOS+ kernel is called a *pREPC+ driver*, while a disk driver is called a *pHILE+ driver*, as illustrated in Figure 7-4.

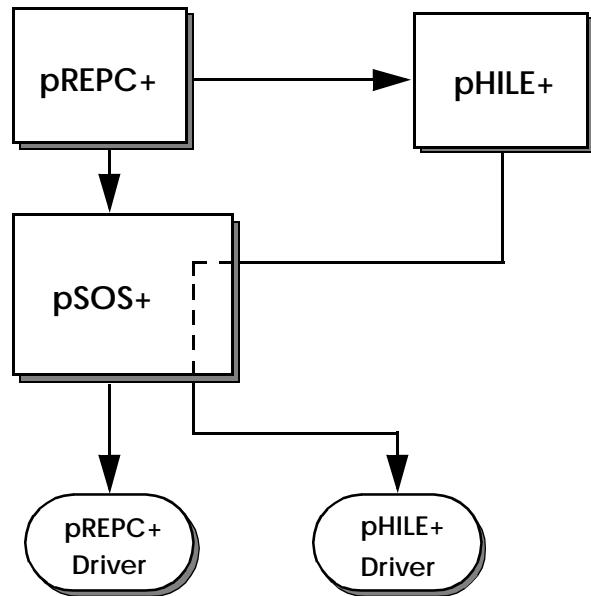


Figure 7-4. pHILE+ and pREPC+ Drivers

This section discusses pREPC+ drivers; section 7.11 covers pHILE+ drivers.

The pREPC+ library uses four pSOS+ I/O calls: **de\_open()**, **de\_close()**, **de\_read()**, and **de\_write()**. Therefore, a pREPC+ driver must supply four corresponding functions, e.g. **xxxxOpen()**, **xxxxClose()**, **xxxxRead()**, **xxxxWrite()**.

The pREPC+ library calls **de\_open()** and **de\_close()** when **fopen()** and **fclose()** are called, respectively, by your application. The corresponding driver functions that are called, **xxxxOpen()** and **xxxxClose()**, are device specific. However, in general, **xxxxOpen()** will initialize a device, while

`xxxxClose()` will terminate I/O operations, such as flushing buffer contents. For many devices, these two routines may be null routines. The pREPC+ library does not pass an IOPB when calling `de_open()` and `de_close()`.

The pREPC+ library calls `de_read()` and `de_write()` to transfer data to or from a device. The I/O parameter block (IOPB) looks like the following:

```
typedef struct {
    unsigned long count; /* no of bytes to read or write */
    void *address;      /* addr. of pREPC+ data buffer */
} iopb;
```

Recall that the IOPB is pointed to by the `in_iopb` member of the `ioparms` structure passed to the driver. `de_write()` results in a call to the driver function `xxxxWrite()`, which must transfer `count` bytes from the pREPC+ data buffer pointed to by `address`.

`de_read()` causes `xxxxRead()` to be invoked, which transfers `count` bytes from the device to the pREPC+ buffer. `xxxxRead()` is usually coded so that characters are read until a delimiter is detected or count bytes are received. Also, a pREPC+ `xxxxRead()` driver routine usually implements backspace, line-erase and other line editing facilities.

`xxxxRead()` and `xxxxWrite()` must return the number of bytes successfully read or written.

## 7.10 Loader Drivers

The pSOSystem loader is capable of loading applications directly from a device driver. The driver must comply with the requirements mentioned in Section 7.9, “pREPC+ Drivers”. The loader invokes only the `de_read()` function internally.

Drivers that work with a loader must satisfy an additional requirement. The loader can call the device read function with the `address` field of the I/O parameter block (IOPB) set to NULL. On receiving a request with `address` set to NULL, the driver must read `count` bytes from the device and discard them. This enables the loader to skip huge sections of object files that it does not need to load. With some devices, this can be accomplished by skipping `count` bytes, without actually reading them. An example of a loader-compatible device driver is the TFTP pseudo device driver supplied with pSOSystem.

## 7.11 pHILE+ Drivers

Except for NFS volumes, the pHILE+ file system manager accesses a volume by calling a device driver via the pSOS+ I/O supervisor. A driver invoked by the pHILE+ file system manager is called a pHILE+ driver.

When the pHILE+ file system manager needs to read or write data, it calls the driver corresponding to the major/minor device number specified when the volume was mounted. The pHILE+ file system manager uses only two of the six standard I/O system calls, **de\_read()** and **de\_write()**. Therefore, a pHILE+ driver only has to supply two functions, **xxxxRead()** and **xxxxWrite()**. In practice, most pHILE+ drivers also provide an **xxxxInit()** service, even though it is not called by the pHILE+ file system manager. It must be called independently by your application [via **de\_init()**] prior to mounting the volume corresponding to the device. Similarly, even though **de\_open()**, **de\_close()**, and **de\_ctrl()** are not used by the pHILE+ file system manager a driver can implement these operations for physical I/O, error sensing, formatting, and so forth.

Like all drivers called by the pSOS+ I/O supervisor, pHILE+ drivers receive an **ioparms** parameter on input. Before a pHILE+ driver exits, it must store an error code indicating the success or failure of the call in **ioparms.err**. A value of zero indicates the call was successful. Any other value indicates an error condition. In this case, the pHILE+ file system manager aborts the current operation and returns the error code back to the calling application. Error code values are driver defined. Check the error code appendix of *pSOSystem System Calls* for the error code values available to drivers.

### 7.11.1 The Buffer Header

When dealing with pHILE+ drivers, the IOPB parameter block pointed to by **ioparms.in\_iopb** is called a *buffer header*. A buffer header has the following structure:

```
typedef struct buffer_header
{
    unsigned long b_device; /* device major/minor number */
    unsigned long b_blockno; /* starting block number */
    unsigned short b_flags; /* block_type: data or control */
    unsigned short b_bcount; /* number of blocks to transfer */
    void b_devforw; /* system use only */
    void b_devback; /* system use only */
    void b_avlflow; /* system use only */
```

```

void b_avlback;           /* system use only */
void *b_bufptr;          /* address of data buffer */
void b_bufwaitf;         /* system use only */
void b_bufwaitb;         /* system use only */
void *b_volptr;          /* system use only */
unsigned short b_blksize; /* size of blocks in base 2 */
unsigned short b_dsktype; /* type of disk */
} BUFFER_HEADER;

```

A pFILE+ driver uses only six of the parameters in the buffer header. They are the following:

**b\_blockno** specifies the starting block number to read or write.

**b\_bcount** specifies the number of consecutive blocks to read or write. For more information on these parameters see section 7.11.3.

**b\_bufptr** supplies the address of a data area; it is either the address of a pFILE+ cache buffer or a user data area. During a read operation, data is transferred from the device to this data area. Data flows in the opposite direction during a write operation.

**b\_flags** contains a number of flags, most of which are for system use only. However, the low-order two bits of this field indicate the block type, as follows:

<u>Bit 1</u>	<u>Bit 0</u>	<u>Explanation</u>
0	0	Unknown block type
0	1	Data block
1	0	Control block

**b\_flags** is used by more sophisticated drivers that take special action when control blocks are read or written. Most drivers will ignore **b\_flags**.

**b\_flags** low bits = 00 (unknown type) can occur only when **read\_viol** or **write\_viol** is issued on a volume that was initialized with intermixed control and data blocks. In this case, the pFILE+ file system manager will be unable to determine the block type. If **read\_viol** or **write\_viol** is used to transfer a group of blocks that cross a control block/data block boundary, these bits will indicate

the type of the first block.

**b\_blksize** specifies the size (in base 2) of blocks to read or write.

**b\_dsktype** specifies the type of MS-DOS disk involved. It is set by the dktype parameter of **pcinit\_vol0** and is only valid when pHILE+ calls the driver as a result of a call to **pcinit\_vol0**. During all other system calls, this value is undefined. **pcinit\_vol0** is described in section 5.2 and in *pSOSSystem System Calls*.

The remaining fields are for system use only.

The contents of the buffer header should not be modified by a driver. It is strictly a read-only data structure.

### 7.11.2 I/O Transaction Sequencing

pHILE+ drivers must execute transaction (i.e. read and write) requests that refer to common physical blocks in the order in which they are received. For example, if a request to write blocks 3-7 comes before a request to read blocks 7-10, then, because both requests involve block 7, the first request must be executed first.

If a pSOS+ semaphore is used to control access to a driver, then that semaphore must be created with FIFO queuing of tasks. Otherwise, requests posted to the driver might not be processed in the order in which they arrive.

### 7.11.3 Logical-to-Physical Block Translation

The **b\_blockno** and **b\_count** parameters together specify a sequence of logical blocks that must be read or written by the driver. However, most physical devices are not organized as a linear sequence of blocks. They are divided into sectors, tracks, cylinders, heads, and so forth. A pHILE+ driver must therefore translate “logical” block numbers provided by the pHILE+ file system manager into “physical” block addresses on the device. How this is done depends on the type of device being accessed.

#### 7.11.3.1 pHILE+ Format Volumes

For pHILE+ format volumes, a driver may implement any translation scheme that maps each logical block to a unique physical block. However, the pHILE+ file system manager operates at maximum

efficiency if blocks that are logically contiguous are also physically contiguous. Because of track to track transitions and other such boundaries, this usually is not entirely feasible, but a pFILE+ driver should minimize discontinuities.

#### 7.11.3.2 MS-DOS Floppy Disk Format

For MS-DOS volumes, a driver must implement the same mapping used by MS-DOS; otherwise, your diskette will not be MS-DOS compatible. This section describes the required block mapping for each of the five MS-DOS floppy disk formats.

MS-DOS floppy disks have two sides, side 0 and side 1. On each side there are T tracks, numbered 0 to T-1. Each track contains S sectors numbered 1 to S. A sector is 512 bytes and maps directly to a pFILE+ block. A diskette thus contains  $(2 * T * S)$  sectors. The characteristics of each MS-DOS diskette are shown in Table 7-1.

Table 7-1. Characteristics of MS-DOS Diskettes

<b><u>Capacity</u></b>	<b><u>Track Number</u></b>	<b><u>Sectors per Track</u></b>
360 Kbyte	40	9
1.2 Mbyte	80	15
720 Kbyte	80	9
1.4 Mbyte	80	18
2.8 Mbyte	80	36

A block is mapped to a sector (head, track, sector) by the following rules:

1. The track number is first determined by dividing the block number by  $(2 * S)$ . The remainder,  $R1$ , is saved for Step 2.
2.  $R1$  is divided by  $S$  to obtain the side, 0 or 1. The remainder,  $R2$ , is saved for Step 3.
3. One is added to  $R2$  to obtain the sector number.

These rules are summarized by the following equations:

$$\text{Track} = \text{Block} / (2 * S) \text{ (remainder} = R1\text{)}$$

$$\text{Side} = R1 / S \text{ (remainder} = R2\text{)}$$

$$\text{Sector} = R2 + 1$$

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An example:

On a 360-Kbyte diskette, T = 40 and S = 9. Block 425 is mapped as follows:

$$\text{Track} = 425 / (2 * 9) = 23 \text{ (remainder 11)}$$

$$\text{Side} = 11 / 9 = 1 \text{ (remainder 2)}$$

$$\text{Sector} = 2 + 1 = 3.$$

Thus, on a 360-Kbyte floppy, logical block 425 maps to:

$$\text{Side} = 1$$

$$\text{Track} = 23$$

$$\text{Sector} = 3$$

### 7.11.3.3 Partitioned Hard Disk Format (Standard MS-DOS)

The following equations apply to hard disks:

$$\text{Cylinder} = \text{block}/(\text{sectors-per-track} * \text{heads})$$

$$\text{Head} = (\text{block}/\text{sectors-per-track}) \text{ MOD heads}$$

$$\text{Sector} = (\text{block}-((\text{block}/\text{sectors-per-track})*\text{sectors-per-track}))+1$$

Under the pFILE+ file system manager an MS-DOS volume can be larger than 32 Mbytes. Due to an MS-DOS limit, the number of clusters in a volume can be up to only 65,535. To support volumes larger than 32M, the cluster size should be larger than 512 bytes. A larger cluster size can cause inefficient use of disk space. To avoid this, a hard disk drive can be logically divided into partitions.

Each partition is used to hold one file volume. Hence, a partition can be either a DOS or pFILE+ volume. Partitioning allows heterogeneous file volumes to share a single drive. With partitions, multiple DOS volumes can be generated to cover large disk drives.

When a single hard disk drive contains multiple partitions, your driver must read the partition table (located in the master boot sector) during initialization and use the information in the table to translate sector addresses. This process is called *partition table block translation*. Your application code and driver should use the upper byte of the minor device number to encode the partition number. Partition 0 should refer to the entire volume without partition table block translation. This

convention allows the pFILE+ file system manager and your application code to read any sector on the disk, including the master boot sector. Information about the encoding of partition numbers is explained in section 7.11.4.

#### 7.11.4 MS-DOS Hard Drive Considerations: Sector Size and Partitions

This section describes special considerations required when using MS-DOS hard drives with the pFILE+ file system manager.

You must provide a driver that performs partition table block translation if your hard disk contains multiple partitions.

pFILE+ itself places no restrictions on the number of types of partitions supported on a hard disk. It merely passes the partition number to the hard disk driver without interpreting it. The partition number and drive number are encoded in the 16-bit minor device number. The upper eight bits are the partition number. The lower eight bits are the drive number. Table 7-2 shows the mapping of minor device number to drive number and partition number for drive number zero.

Table 7-2. Minor Number to Drive/Partition Mapping

<b>Minor Number</b>		<b>Drive</b>	<b>Partition</b>
256	(0x100)	0	1
512	(0x200)	0	2
768	(0x300)	0	3
1024	(0x400)	0	4
1280	(0x500)	0	5
1536	(0x600)	0	6
.	.	.	.
.	.	.	.

NOTE: Use only devices with a 512-byte sector size (which is standard) for MS-DOS file systems. Although the pFILE+ file system manager allows you to initialize an MS-DOS partition file system on devices with other sector sizes, if you connect such devices to an MS-DOS system, it will not be able to read them.

The disk drivers supplied with pSOSSystem support the following partitioning scheme. The driver reads logical sector 0 (512 bytes) of the disk and checks for a Master Boot Record signature in bytes 510 and 511. The signature expected is 0x55 in byte 510 and 0xAA in byte 511. If the signature is correct, the driver assumes the record is a Master Boot Record and stores the partition information contained in the record in a static table. This table is called the driver's Partition Table.

The driver's Partition Table contains entries for each partition found on the disk drive. Each entry contains the beginning logical block address of the partition, the size of the partition, and a write-protect flag byte. The driver uses the beginning block address to offset all reads and writes to the partition. It uses the size of the partition to ensure the block to be read or written is in the range of the partition.

You can set the write-protect byte through an I/O control call to the driver. The driver checks this byte whenever a write is attempted on the partition. If the write-protect byte is set, it doesn't perform the write and returns an error to indicate the partition is write-protected.

If the driver finds a Master Boot Record, it expects the disk's partition table to start at byte 446. The driver expects the disk's partition table to have four entries, each with the following structure:

```
struct ide_part {  
    unsigned char boot_ind;      /* Boot indication, 80h=active */  
    unsigned char start_head;    /* Starting head number */  
    unsigned char start_sect;    /* Starting sector and cyl (hi) */  
    unsigned char start_cyl;     /* Starting cylinder (low) */  
    unsigned char sys_ind;       /* System Indicator */  
    unsigned char end_head;     /* Ending head */  
    unsigned char end_sect;     /* Ending sector and cyl (high) */  
    unsigned char end_cyl;      /* Ending cylinder (low) */  
    unsigned long start_rsect;   /* Starting relative sector */  
    unsigned long nsects;        /* Number of sectors in  
                                * partition. */  
};
```

The driver computes the starting relative sector and size of each partition table entry. If the driver is an IDE driver, it computes these values from the cylinder, head, and sector fields (**start\_head** through **end\_cyl**). If the driver is a SCSI driver, it computes these values from the Starting Relative Sector (**start\_rsect**) and Number of Sector (**nsects**) fields.

The driver checks the System Indicator (**sys\_ind**) element of the first entry. If the System Indicator is 0, the driver considers the entry to be empty and goes on to the next entry. If the System Indicator is 0x05, the driver considers the entry to be an extended partition entry that contains information on an extended partition table. If the System Indicator is any other value, the driver considers the entry to be a valid entry that contains information on a partition on the disk. The driver then stores the computed starting relative sector and the computed size of the partition in the driver's Partition Table. No other values in the Master Boot Record are used. (The driver never uses cylinder/head/sector information.)

If an extended partition entry is found, the Starting Relative Sector (**start\_rsect**) is read as an extended Boot Record and checked the same way the Master Boot Record is checked. Each extended Boot Record can have an extended partition entry. Thus, the driver may contain a chain of Boot Records. While there is no limit to the number of partitions this chain of Boot Records can contain, there is a limit to the number of partitions the driver will store for its use in its Partition Table. This limit is set to a default value of eight. This value may be changed by editing the **SCSI\_MAX\_PART** define statement found in the **include/drv\_intf.h** file in pSOSystem and compiling the Board Support Package you are using for your application. **SCSI\_MAX\_PART** can be any integer between 1 and 256, inclusive.

**NOTE:** Once an extended partition entry is found, no other entries in the current Boot Record are used. In other words, an extended partition entry marks the end of the current disk partition table.

Refer to the “Drivers and Interfaces” section of the *pSOSystem Programmer’s Reference* for more information on the SCSI driver interface.

Your driver should recognize partition 0 as a partition spanning the entire disk; that is, your driver should not perform partition table translation on accesses in partition 0.

Assuming your driver follows these guidelines, prepare and make use of DOS hard drives in the pFILE+ environment as described in Section 5.2, “Formatting and Initializing Disks.”

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